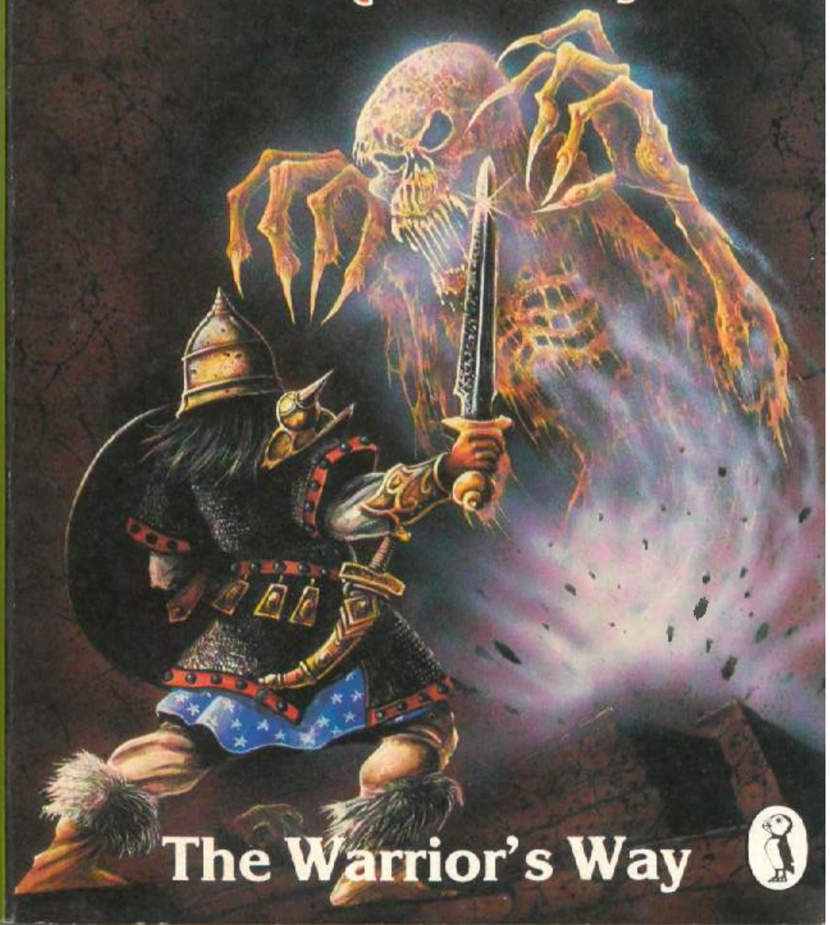
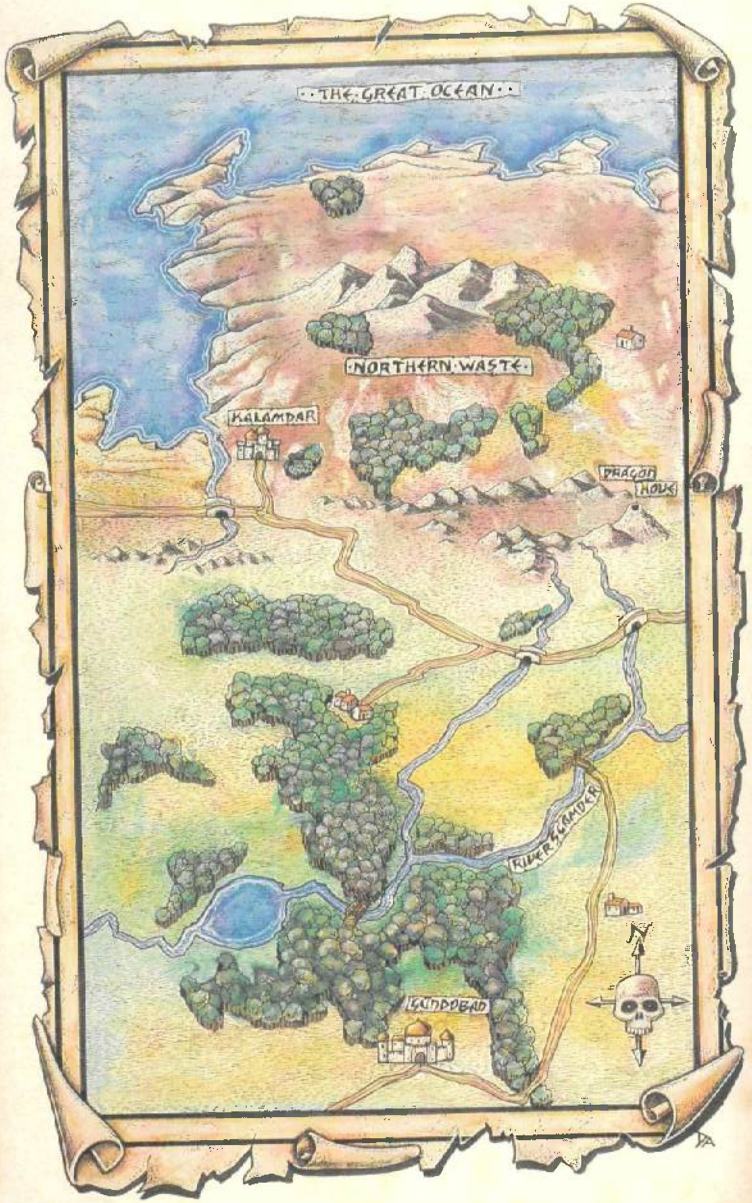
STEVE JACKSON and IAN LIVINGSTONE present

CLASH OF THE PRINCES

A Fighting Fantasy TWO-PLAYER Adventure



The Warrior's Way



PUFFIN BOOKS

CLASH OF THE PRINCES

The Warrior's Way

This is a Fighting Fantasy Gamebook with a difference – a *dual* adventure! It may be played *either* as a solo adventure *or* in combination with another person playing *The Warlock's Way*. Whichever way you play it, a perilous and thrilling adventure faces you.

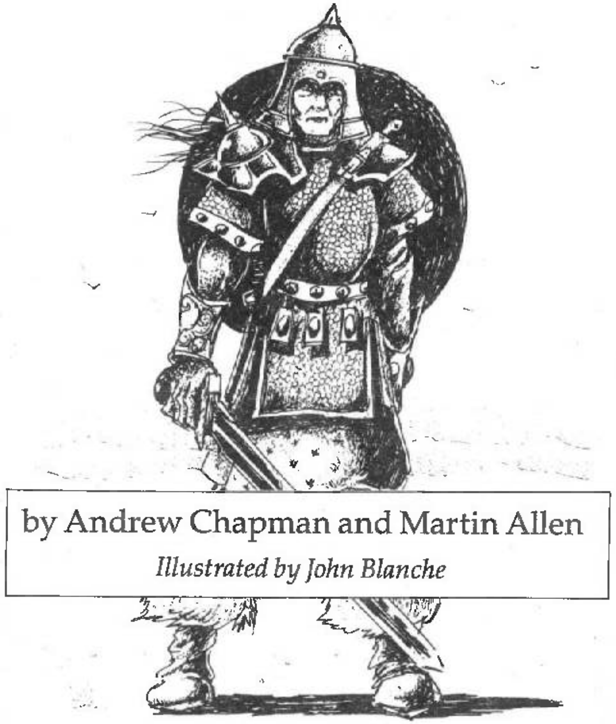
In this adventure you are Clovis, Warrior-Prince of the golden city of Gundobad. Your partner, using *The Warlock's Way*, plays your twin brother Lothar, a Warlock-Prince. The time has come for *one* of you to succeed to the throne of Gundobad, and you must both face the Trial of Kingship. The Sacred Gems are scattered across the earth, and only by the discovery of one of them may the lawful ruler of Gundobad be known. Will you or Lothar get there first?

But beware! The Trial of Kingship is not for the faint-hearted. Traps and terrible monsters lie in wait for the unwary, but with your skill and your strong sword-arm you may win through.

Steve Jackson and Ian Livingstone present:

CLASH OF THE PRINCES

THE WARRIOR'S WAY



by Andrew Chapman and Martin Allen

Illustrated by John Blanche

Puffin Books

Puffin Books, Penguin Books Ltd, Harmondsworth, Middlesex, England
Viking Penguin Inc., 40 West 23rd Street, New York, New York 10010, U.S.A.
Penguin Books Australia Ltd, Ringwood, Victoria, Australia
Penguin Books Canada Limited, 2801 John Street, Markham, Ontario, Canada L3R 1B4
Penguin Books (N.Z.) Ltd, 182–190 Wairau Road, Auckland 10, New Zealand

First published 1986

Concept copyright © Steve Jackson and Ian Livingstone, 1986
Text copyright © Andrew Chapman and Martin Allen, 1986
Illustrations copyright © John Blanche, 1986

All rights reserved

Made and printed in Great Britain by
Cox & Wyman Ltd, Reading
Typeset in Palatino by
Rowland Phototypesetting Ltd
Bury St Edmunds, Suffolk

Except in the United States of America,
this book is sold subject to the condition
that it shall not, by way of trade or otherwise,
be lent, re-sold, hired out, or otherwise circulated
without the publisher's prior consent in any form of
binding or cover other than that in which it is
published and without a similar condition
including this condition being imposed
on the subsequent purchaser

Thanks to Keith, Gail and Karl
Special thanks to Dennis Moyle

CONTENTS

Introduction 9

Adventure Sheet 16

The Trial of Kingship 18

INTRODUCTION

You are Clovis, a powerful Warrior-Prince of the golden city of Gundobad. Together with your twin brother Lothar you are next in line for accession to the throne of your father King Gunderbock XVI, ruler of Gundobad. The time has come to decide which of you has the necessary skills and character to succeed your father as king.

Before you can begin the trial of kingship, however, you must learn how to use this book either as a solo adventure or, when used in conjunction with another person reading *The Warlock's Way*, as a two-player adventure.

The Two-player Adventure

On a reasonably sized sheet of paper to be shared with the other player, draw a line down the centre to create two columns. Above one column write the word STATUS and above the other write the word ACTION:

STATUS	ACTION
0	0

At the top of both columns, write the numeral 0: this is the starting value of both STATUS and ACTION.

During the course of your adventure you will be given instructions to follow regarding the values of STATUS and ACTION; it is *absolutely essential* that you follow these instructions, to keep the adventures of Lothar and Clovis in line with each other.

In some instances, you will be instructed to talk with the other player to decide upon some course of action. Again, it is essential that the two of you converse at these points to decide upon a joint course of action; otherwise the two adventures will fail to be coherent and in line with each other. When you have both agreed on a course of action, you should turn to the new pages that you have selected *at the same time*.

Conversely, if you are not given explicit instructions to talk with the other player to decide a course of action, then you should remain silent.

If Lothar is killed or removed from the adventure, you may continue with your adventure by using the rules for the solo adventure (see below).

If your character is killed or removed from the adventure, be sure to inform the other player of this, while also giving a reminder that Lothar should continue by using the rules for the solo adventure.

The Solo Adventure

If you are reading this book alone, or the other player has been removed from the two-player adventure, then ignore *all* instructions to change either STATUS or ACTION. Instead, give both of these the permanent value of 1. Thus, whenever you must turn to a new page on the basis of the value of STATUS or ACTION, you must always select the option which follows from either of them having a value of 1.

Your Abilities

Your abilities to fight, withstand damage and escape from tricky situations are determined by your SKILL, STAMINA and LUCK scores. On your *Adventure Sheet* on pages 16–17 you will see sections where these attributes are to be recorded. They are derived as follows:

Roll one die. Add 6 to the result. Enter this total as your SKILL score.

Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA ever reaches zero, you have been killed.

Roll one die. Add 6 to the result. Enter this total as your LUCK score.

Using LUCK

On occasion, you will be called upon to *Test your Luck*. When this occurs, roll two dice. If the result is *equal to or less than* your current LUCK score, then you have been Lucky. If the result *exceeds* your current LUCK score, then you have been Unlucky. Each time you *Test your Luck*, reduce your current LUCK score by 1 point. Thus, the more you use your LUCK, the riskier it becomes. LUCK points may sometimes be restored, but you may never exceed your *Initial* score.

Combat

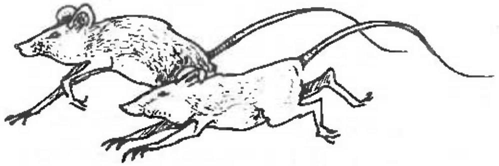
Combat is conducted in much the same way as in other Fighting Fantasy Gamebooks, but with a few minor differences to keep in mind. The basic rules of combat are:

1. Combat is simultaneous. Individual combat is conducted as a series of rounds in which one combatant will inflict damage upon the other.

2. Roll two dice. Add your opponent's SKILL score to the roll. The total is your opponent's *Attack Strength*.

3. Roll two dice again. Add your SKILL score to the roll. The total is your *Attack Strength*.

4. If your opponent's *Attack Strength* is higher than yours, the opponent has inflicted damage upon you: deduct 2 points from your STAMINA.

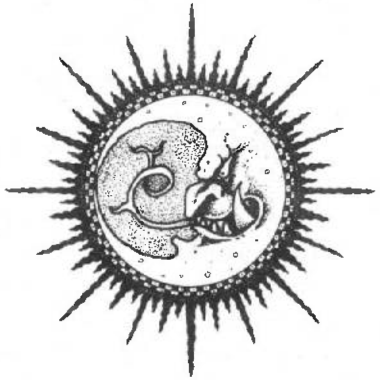


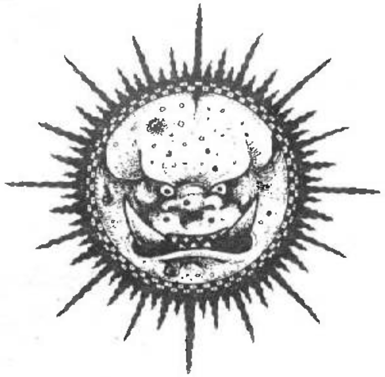
5. If your *Attack Strength* is higher than your opponent's, you have inflicted damage upon your opponent: deduct 2 points from your opponent's STAMINA.

6. If both *Attack Strengths* are equal, both attacks have missed. Start the next combat round from step 2 above.

7. Continue this combat until either your opponent's or your STAMINA is reduced to zero (death).

In cases where you are fighting more than one opponent, fight only the first listed. If you defeat this opponent, go on to fight the second listed, and so on.

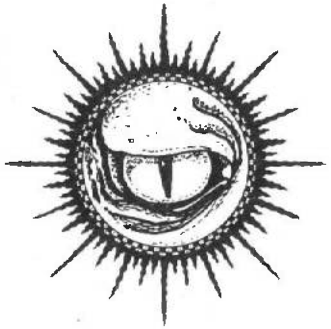




In combats where you are fighting with Lothar against *more than one* opponent, you should each select one foe and synchronize your combat rounds – in effect fighting the battle together, matching combat round to combat round. If you defeat your opponent while Lothar is still engaged, you should select the next undefeated foe listed after Lothar's opponent. If the only enemy left is the one Lothar is fighting, then you should treat the battle in accordance with the normal rule for when you and Lothar are fighting a *single* opponent. This rule is that you should each fight the opponent one at a time in alternate combat rounds. Roll a die or toss a coin to determine who will start the fight in the initial combat round.

Restoring STAMINA

During the course of your adventure, you are almost certain to lose STAMINA points. Generally, you may recover these by consuming Provisions at any time other than when engaged in combat or other hostilities. You begin your adventure with 10 'lots' of Provisions – list these on your *Adventure Sheet*. For each 'lot' of Provisions that you consume, you will recover 2 points of STAMINA. Note, however, that your STAMINA score can never exceed its *Initial* score.



Restoring SKILL

There will be occasions during the adventure when you may lose SKILL points, and other occasions when you may gain SKILL points. But your SKILL may never exceed its *Initial* value.

ADVENTURE SHEET

SKILL
Initial Skill=

STAMINA
Initial Stamina=

LUCK
Initial Luck=

NOTES AND ITEMS

GOLD

PROVISIONS
REMAINING

MONSTER ENCOUNTER BOXES

Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*
Skill= *Stamina=*	*Skill=* *Stamina=*	*Skill=* *Stamina=*

THE TRIAL OF KINGSHIP

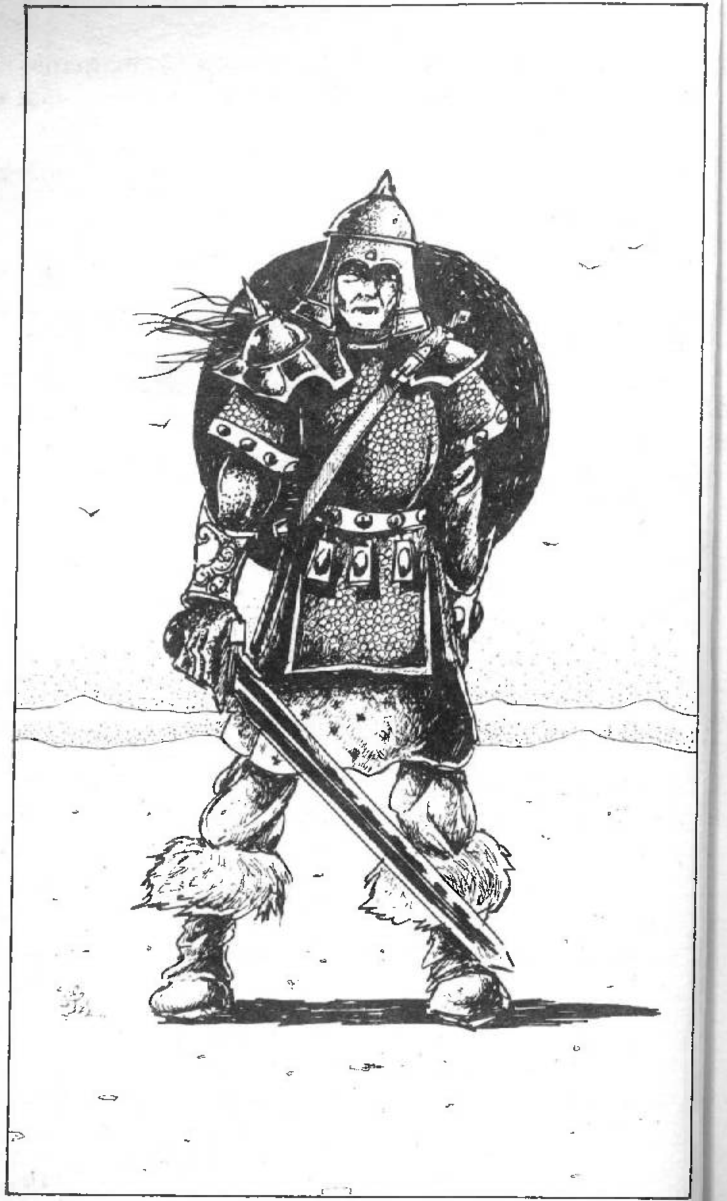
You are Clovis, Prince of Gundobad and Champion-Defender of the golden throne of your father, King Gunderbock XVI. You and your twin brother Lothar are in direct contention for accession to kingship upon the ritual abdication of the old king. The city-state of Gundobad, though lying in the centre of the great empire of the Pasha Vulfolaic the Vicious – an exceptionally rapacious emperor – still selects its own rulers by means of the ancient methods handed down through the aeons. Tradition has it that the first ruler of Gundobad, King Ossil the Harmful, had an enormous crown forged of iron and studded with a thousand blue gems, which were stolen for him from the Plain of Ice in the Third Hell by his Faerie wife.

The Ice Demons, angry at this theft, besieged Gundobad and brought the city down; they killed Ossil and scattered the city's inhabitants and the thousand jewels across the earth. It was not until Ossil's son found one of the missing gems that the people of Gundobad were reunited and the city restored.

Since that time the heir to the throne has been decided by sending the current king's children in search of one of the Sacred Gems of Gundobad, as the thousand missing jewels have come to be

known. Whichever child discovers one of the gems becomes the next ruler of Gundobad.

Now the time has come for you and Lothar to be sent from the city to search for one of the gems, to discover who will become king. The quest is expected to be long and dangerous, especially as you are allowed no aid and virtually no possessions – only your horse, sword, pack and 10 Gold Pieces.



1

If you wish to travel with Lothar, turn to **199**; otherwise turn to **148**.

2

You continue your journey for several more days without mishap. Then one evening a strange, smothering mist drops around you. When it departs the following morning, you find that you have lost all your Gold Pieces and – if you still had it – your horse. Not far away is a cluster of low hills. Do you wish to continue on foot towards them (turn to **140**), or will you walk west through the forest (turn to **256**)?

3

Lothar steps forward, grinning smugly and spouting: 'The three of you are such paragons of beauty that we cannot choose between you.' The three old women seem rather unhappy with this answer; the one-eyed crone casts a fearful radiance upon your brother, while the one-toothed and one-clawed crones respectively bite and scratch him. Turn to **389**.

4

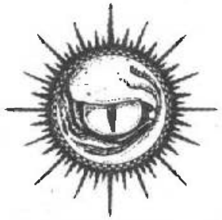
Black clouds are rolling across the heavens as you approach an old wooden bridge. All the planks are badly rotted, and it may be difficult to cross. Do you wish to cross here (turn to **52**), or will you leave the road and walk across the fields instead (turn to **176**)?

5

As you dismount and approach, the mysterious figure imitates your actions. It is not until you are quite close that you recognize the other person as being merely your own reflection. A large, almost perfect mirror is blocking your path. It is obviously very heavy and when you try to move it, your magical reflection draws its sword and slashes at you. You must fight the Reflection, whose SKILL and STAMINA are the same as your own. If you win, turn to **404**.

6

All that day you tramp along the edge of a wide, rushing river. The air is crisp with the scent of pines, cedars and oaks, and it seems as though the forest has never before been tainted by the sight or smell of mankind. But at times you have a suspicion that you are being watched. At dusk, when the jagged western peaks are set aglow by a crimson sun, you hear a dreaded sound – the howling of Wolves. They have been tracking you all day and are now close behind. You may wish to escape by running into the wood (turn to **292**) or by attempting to cross the river (turn to **330**); or you could make a stand where you are and prepare to fight (turn to **274**).



7

A swarm of Giant Flies, attracted by the smell of the horse's carcass, appear in the skies above. You will have to fight them off.

GIANT FLIES SKILL 8 STAMINA 4

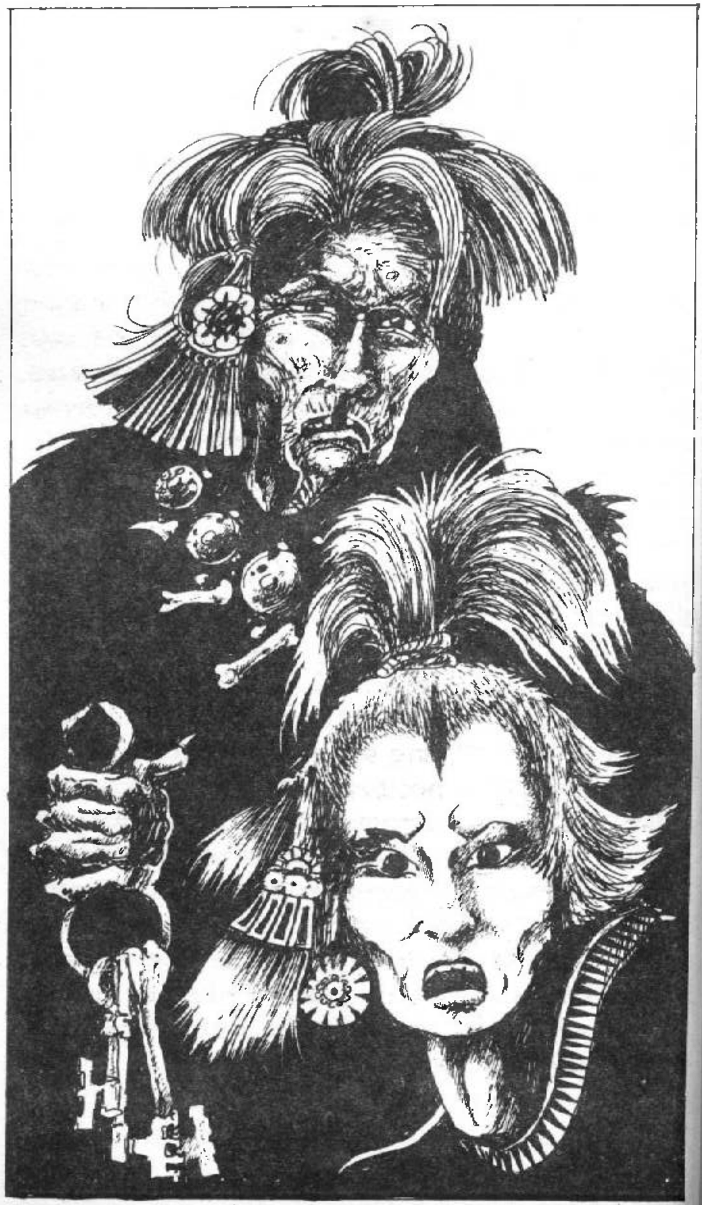
If you win, turn to **386**.

8

Your face rapidly deteriorates, and soon you are a most repulsive sight. The effects do not last long, but meanwhile the townspeople have placed *you* in the stocks. Turn to **23**.

9

Both of you search the hut and find a small coffer which holds a red jewel and 10 Gold Pieces. Talk with Lothar to decide how you will split the treasure. Then you remount your horses and ride on to the River Scamder. The only way across the deep river is over an old, crumbling stone bridge, which resembles a long-walled castle set on massive rocky pillars. A few lonely crows circling high above your heads are the only signs of life. After leaving your horses behind, both of you enter the main gate, and find yourselves in a dark and heavy interior with a staircase leading up and a narrow passage straight ahead. Talk with Lothar to decide whether the two of you will climb up the stairs (turn to **306**), or venture down the passage (turn to **186**).



10

You leave Lothar, and double back out of the desert and into the more hospitable countryside near the mountains. Turn to **282**.

11

You heave the bodies back into their graves, and hastily return to the road. Talk with Lothar to decide on your next course of action. If you haven't already, you can inspect the gallows (turn to **236**); otherwise, you prepare to journey onwards (turn to **179**).

12

The stairs lead you into the inn's barn. From here you travel into the hills that lie to the north. On the third day out you are ambushed by a large number of Amazons; they knock the two of you out as you rise groggy from a good night's sleep. They carry you bound and gagged by devious routes through the mountains, taking several days to reach their settlement on the northern side of the range. It is nightfall when you arrive. They untie you and push you into a wooden cage in the centre of the slave-compound. Everything you own has been stripped from you (cross all the items from your *Adventure Sheet*). As long as you are without weapons, count your SKILL as being 2 points lower than it actually is. If you manage to recover a weapon, restore the 2 points to your SKILL. A haggard old Amazon approaches, a large bundle of keys hanging from her belt; she is obviously the slave-keeper. Talk with

Lothar to decide whether Lothar should attempt to snatch the keys from the keeper (turn to **104**), or you should wait until she is gone, then attempt to force your way from the cage (turn to **161**).

13

You find your way to the toll bridge over the Scamder, and wait for Lothar by the side of the only track in the area. He doesn't appear, so in the morning of the new day, you decide to cross the bridge and set out on your own. As you approach the bridge, a sizeable green Troll climbs out of a hovel, which is situated under one of the arches, and demands that you pay him the toll of 2 Gold Pieces. Will you pay, if you can (turn to **385**), or fight the Troll (turn to **228**)?

14

A lust for gold glints in their eyes. 'What do you want?' growls the old Dwarf. 'Come to steal my treasure, I'll bet.' You deny this and tell them that you are lost. The young Dwarf snaps, 'Clear off! The way out is through the other passage.' Then, lowering his voice, he murmurs, 'And don't tell anyone about this place, or we'll murder you.' You hastily back away from them and run back to the room with the Snake. You may decide to fight the Snake (turn to **398**), or go through the other exit (turn to **476**).

15

Lothar's spell causes the sack to shrink around you; it gets tighter and tighter, until neither of you can breathe. Your adventure is over.

16

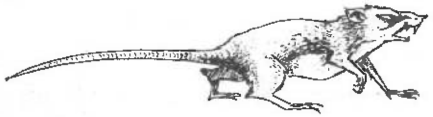
The Owl swerves violently to avoid a low branch, and causes you to let go of your sword, which crashes into a bush below. The creature then drops you into its nest where, after having your neck broken, you are devoured piece by piece. Turn to **39**.

17

Lothar collapses. You rush to your dying brother's side, but this leaves you open to fire from the enemy. Fatally wounded, you collapse by Lothar's side. Your adventure is over.

18

You spur your horse on, and ride hard and fast into the night, as you are eager to rendezvous with your brother at the toll bridge. In the morning you come to a wide, green plain. Your horse seems a little uneasy as it forges through the lush grass, and you too feel a shiver run down your spine as though some sixth sense were warning you not to proceed. But you press on regardless. After a while, you notice a black tower looming ahead. You may wish to have a closer look at this strange obstacle (turn to **260**), or you could pass it at a respectful distance (turn to **144**).



19

You round a large outcrop of boulders and enter a village. As your horse canters up the main street, you notice a small crowd gathered on your right. Some of the people are yelling and throwing rocks and rotten fruit at an old woman locked in the stocks. You could try to rescue her (turn to **133**), or you may prefer to talk to the crowd (turn to **243**).

20

You leap from a grey rock and, almost colliding with a floating tree-trunk, dive deep into the water. The river is bitterly cold, since it originates in the icy heights of the mountain peaks, and, being unprepared for this, you quickly rise to the surface spluttering and gasping for breath. Within moments a strong current grips you and almost pulls you under again, but you are sharp-witted enough to seize hold of the floating trunk. After hauling yourself on to it, you travel beneath a star-speckled sky for many peaceful leagues. The glimmering stars are already fading when you decide to head inland once more. Will you land on the east bank (turn to **157**) or the west bank (turn to **207**)?

21

Tell Lothar to turn to **21**. 'Hey, Giant!' you call. 'We'll give you all our Gold Pieces if you set us free.' The Giant, disturbed by the shouts coming from his sack, pounds both of you rather viciously with his club. Unconscious and heading for the pot, your adventure is over.

22

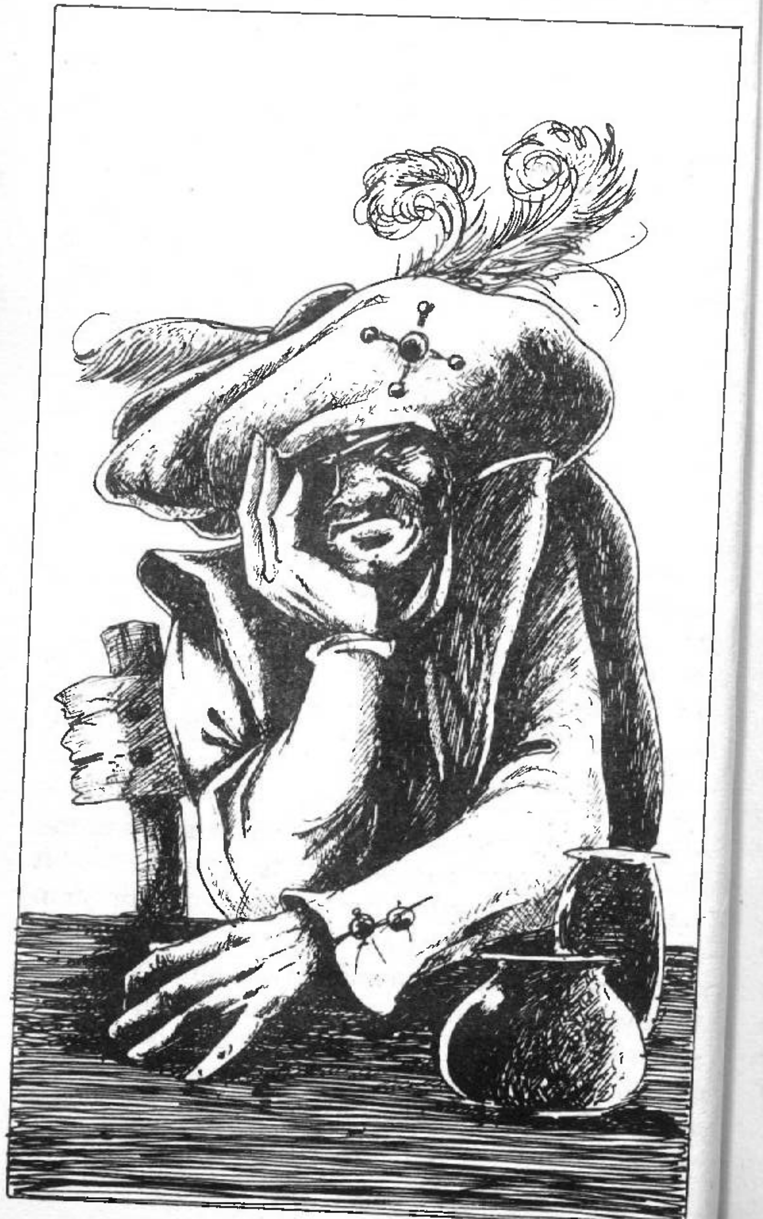
You walk into a round chamber. Sitting on an old wooden stool against the wall is a Skeleton. You may have seen a faint glint in its eyeless sockets when you opened the door. Its bony hand is clasping an ice-pick. Will you take the ice-pick (turn to **76**), or continue down the stairs (turn to **166**)?

23

You are released after spending a miserable, wet night in the stocks, and by this time your horse, backpack and Gold Pieces have been stolen. Remove these items from your *Adventure Sheet*. You must now decide whether to proceed to the village inn (turn to **364**), or to leave the village (turn to **367**).

24

With a deafening shriek, the Witch drops to the floor. As her wickedness departs for ever, a great sigh rushes through the dim room. Cracks appear in the walls and the torches flicker and fade, to be replaced by bright sunshine streaming through a newly made rift in the roof. You climb up on the stone slab, reach through the hole and clamber to the surface. Not far away across a green field, the evil chapel lies in ruins. You may now continue your quest in peace – for a while. Turn to **430**.



25

The two of you press on into the hills. After a couple of days you come across a small but crowded inn, run by an ill-tempered and dishevelled publican called Mr Todd. Once you have arranged rooms for the night, you step into the main drinking-room, to find yourselves confronted by none other than the Imperial Tax Collector. 'Ah, we meet again,' he says greedily, stroking his leather eye-patch. 'I see you are both without horses. This means you are liable to a pedestrian levy of 10 Gold Pieces each.' Talk with Lothar about your joint finances; any items you may have picked up on the way can now be sold for 2 Gold Pieces each. If you *both* have enough Gold Pieces to pay this tax, deduct the amount from your *Adventure Sheet* and turn to **132**. If either of you doesn't have enough Gold Pieces, turn to **70**.

26

You hand over all your goods to the monster (cross them from your *Adventure Sheet*). The Hydra slithers to one side, allowing you to go through the gate. If ACTION is 1, turn to **473**; if ACTION is 36, turn to **115**; otherwise, turn to **155**.

27

As you continue along the path you run, quite unexpectedly, into Lothar, who is coming down another track. After exchanging greetings and a few words about your adventures, you continue down the path together. Turn to **224**.

28

You lose all your Gold Pieces and items to the river as you are dragged along by the strong current. Surfacing at times in unseen caverns, you manage to grab quick gasps of air before being carried on. At last, with lungs bursting, you lapse into unconsciousness and do not wake for many hours. You find yourself lying on a sandy bank near the river, deep inside the mountain. Having been buffeted against the rocky walls on your journey, you are badly bruised. Reduce your STAMINA by 2. As your eyes get accustomed to the darkness, you are astonished to find your sword and scabbard laid by your feet. Someone must have saved you! Then you seem to see a Mermaid dive from a rock in the middle of the river – perhaps you did, perhaps it was just an illusion. Thanking your lucky stars, you turn away from the bank and follow a passageway into the mountain. Turn to **382**.

29

Easing your joint weight on to the narrow bridge, you begin to inch your way forward, down the long parabola of decayed rope and rotting wood. After a few hundred yards, you feel a series of ominous shudders running through the structure – evidently the bridge, already heavily burdened with its own terrific bulk, has found the two of you too much to bear. It collapses, plunging both of you into the ocean hundreds of feet below. Your adventure is over.

30

As you lean over, you slip and tumble in; you sink deeply into the thick, brown ooze at the bottom of the well. When you have stood up and wiped the mud from your face, you notice that all the Gold Pieces have disappeared. In fact, all your own Gold Pieces are missing also: they must have fallen out while you were leaning over. You climb despondently out of the mud, but now notice a small tunnel in the side of the well. You could venture into the hole (turn to **108**), or you may mount your steed and ride along the north road (turn to **391**) or the south road (turn to **384**).

31

Change STATUS to 19. Stay on this page until ACTION changes. If ACTION changes to 1, turn to **44**; if ACTION changes to 39, turn to **421**.

32

You open the basket. A hideous Cockatrice – half reptile, half bird – leaps out and claws you in the face. Its darting glance is so venomous and hate-filled that the two of you are reduced to dust almost instantly. Your adventure is over.

33

You fight your way over the debris and reach the entrance to the passage. Then suddenly you are surrounded by an impenetrable, almost suffocating blackness. Within this, where the priest's corpse lay, now hover two mysterious spheres, each about a foot in diameter. A soft green light radiates continuously from one orb, while the other is pulsating with a fiery orange glow. You are drawn inexplicably closer to the orbs, and finally stretch out a wavering hand to touch one. Do you touch the green sphere (turn to **151**) or the orange sphere (turn to **352**)?

34

Resolve your battle.

BOAR SKILL 9 STAMINA 6

If you win, turn to **238**.

35

You are horrified to see Lothar slump to the floor. Distracted by this unfortunate turn of events, you leave yourself open to a sudden sword-thrust from a dying Orc. You drop to the ground, too badly wounded to defend yourself any more. Your adventures are over.

36

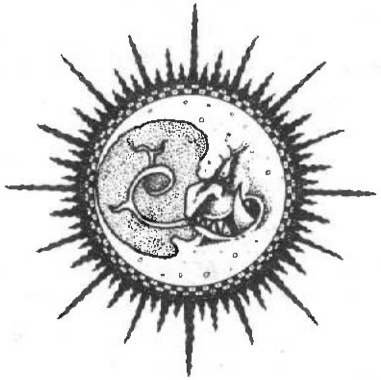
You have upset the crowd, which begins to move ominously towards you. But you threaten them with your sword, and after spending several minutes abusing you from a safe distance they disperse. The woman you have just saved thanks you and gives you a lucky rabbit's foot before leaving: add this to your *Adventure Sheet*. Increase your LUCK by 2 points. You decide to leave town, but near the outskirts a small mob is waiting for you. *Test your Luck*. If you are Lucky, turn to **135**. If you are Unlucky, turn to **468**.

37

You narrowly escape the needle-like spikes shooting from the Rockfish's back. You haul yourself on to the opposite bank, then continue up on the path. Turn to **197**.

38

As you drive your sword through the soft cocoon, it bursts open, and sprays you and Lothar with a poisonous liquid: roll one die and deduct the result from your STAMINA. If Lothar has been killed, turn to **497**; otherwise, turn to **106**.

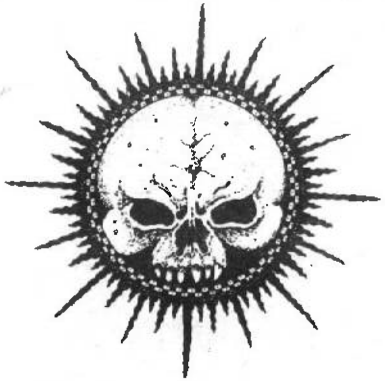


39

If necessary, change STATUS to 1 and tell Lothar that he must use the rules for the solo adventure from now on.

40

He shins down the silver-grey birch, reaches the ground and shouts back to you: 'Free, free! I have found a fool at last. I have no brother, my name isn't Neriath and I am certainly no marshal. Enjoy your stay, Clovis!' You realize that the tree is shrinking once more, and you find yourself trapped in a drab, colourless world – where you will remain for ever. Turn to **39**.



41

You recover the Hydra's key, approach the gate, unlock it and proceed into the tower. If ACTION is 1, turn to **473**; if ACTION is 36, turn to **246**; otherwise, turn to **155**.

42

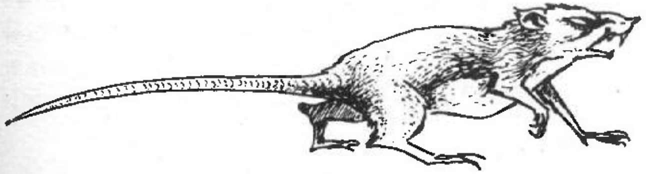
The stone slides back into the wall, and immediately thin lines begin to form between the bricks. Then there is a sudden loud crack, but your reflexes are too slow and you are unable to avoid the many tons of rock and debris which fall on you and crush you to death. Turn to **39**.

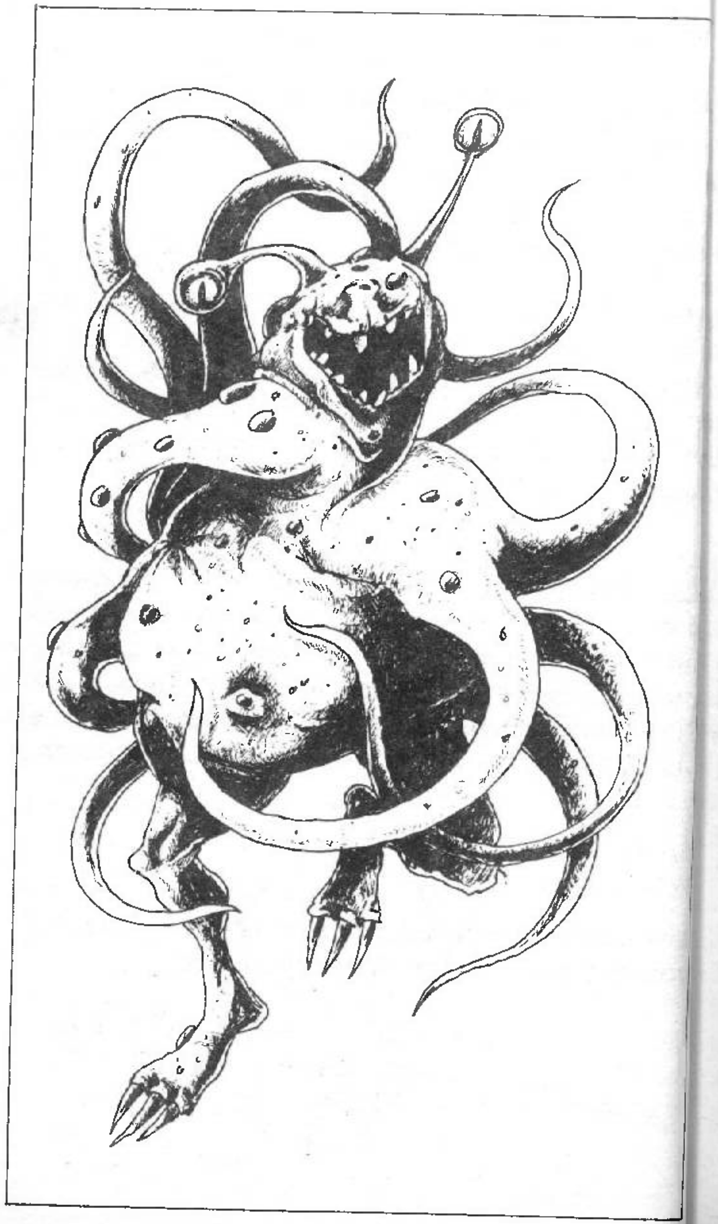
43

Lothar mistimes his jump for the chandelier, and dives to the floor instead. The innkeepers, warned by his clumsiness, have ample time to take up meat-cleavers and skewers to defend themselves; Todd attacks Lothar, while his wife gets stuck into you. Talk with Lothar and fight the battle together.

	SKILL	STAMINA
MR TODD	9	6
WIFE	8	4

If you defeat them and Lothar is alive, turn to **213**; if you win, but Lothar is dead, turn to **261**.





44

The door opens into the side of an immense cavern, whose pitch-blackness is hardly relieved by a few guttering lights set at random and distant intervals about the walls. Floating in the centre of this cavern, and glimmering in the blackness, is a huge Demon. Innumerable tentacles snake around its blotched and putrescent body; stalked eyes gaze at you with a disinterest born of aeons of existence. 'Clovis,' it hisses through a ragged hole, 'how many pounds of pure evil do you think I weigh?' If you have any of the brown parchments, turn to 433. If you have no parchments, turn to 311.

45

You turn around, leap across the cracks in the floor and reach the archway at the bottom of the stairs, where you stop and glance back. It is your last mistake. The Warrior, still swinging his great hammer, suddenly releases it. You have no time to duck as the deadly weapon hurtles through the air and slams into your skull. Turn to 39.

46

You follow the track along a rickety wooden fence until you arrive at and pass through an old gate. The full moon reveals, between the wispy grasses and straggling plants, a large number of greying stones laid in roughly parallel lines; you have entered a cemetery. Among the rustle of leaves and the slow, melodious hooting of a distant owl, you detect the faint tinkle of metal. Do you wish to follow the sound, which is coming from your left (turn to **288**), or will you continue along the track, which winds among the headstones (turn to **122**)?

47

The Scuttlies' burrow is so narrow that only one of you can fit down it at a time. You decide to take the lead, while Lothar crawls close behind. After only a matter of feet you run into a pair of Scuttlie guards, who jab at you with their short spears.

	SKILL	STAMINA
First SCUTTLIE	9	6
Second SCUTTLIE	8	6

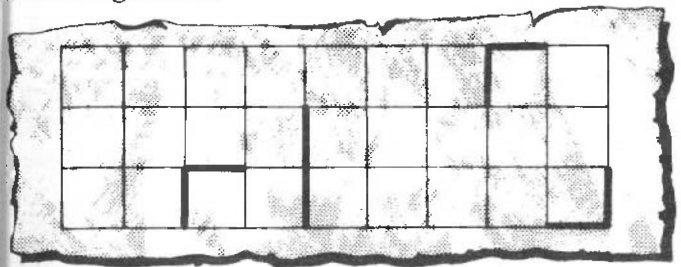
If you win, tell Lothar to turn to **478**, then turn to **478** yourself. If you lose, tell Lothar to turn to **6**.

48

Having defeated the Troll, the two of you decide to search his hovel, and discover, when you enter the tiny lice-infested shanty, that the Troll was a great collector: all the walls are lined with shelves and all the shelves are full of junk. However, just about everything in the room is useless, but you do find a small chest with an intricately worked latch. Talk with Lothar to decide who will open the chest. If you open the chest, turn to **248**; if Lothar opens the chest, turn to **143**. If you decide not to touch the chest, you may leave the Troll's house and cross the bridge (turn to **418**).

49

Even though you have cut it in half, the mighty creature does not die quickly, but thrashes about wildly in the snow. When it is safe enough to venture closer, you make two discoveries. Firstly, you are surprised to see that the monster did not bleed, though wise men know that such beasts do not live at all, but are driven by an evil spirit – cold, malicious and unfeeling. Secondly, you find an ivory tube, containing a tattered brown parchment. It must have fallen out of the creature, when you cut it in half. Inscribed upon the parchment you find the following runes:



Carefully redraw these on your own piece of paper before proceeding further. You continue down the track, and finally reach the lowlands. Turn to **217**.

50

Beside the path is a large coffer, full of Gold Pieces. As you step forward, however, the Leprechauns materialize next to it, lift the Gold between them and vanish. The two of you continue down the path. Turn to **224**.

51

The bridge is over a mile long and, judging by the creaks and shudders that run through it as you progress to the other side, is overtaxed by its own weight. When you reach the island, you see that the bridge terminates in a gate set in a tall tower. In the spire of this structure is a bronze bell, while at its foot, curled up asleep on the small amount of space between the bridge and the gate, is a three-headed Hydra. You notice that the Hydra has a large key on a chain around its middle neck. Will you:

Attack the Hydra?	Turn to **164**
Try to steal the key without waking the monster?	Turn to **305**
Creep past the beast and through the gate?	Turn to **431**

52

You cross over the creaking bridge without any trouble. On a nearby green hill is a small stone chapel, in which you decide to shelter from the imminent storm. As you approach, however, your skin begins to creep. Although there is an inviting light filtering through the window slits, you have a feeling that something terrible has happened here. An unseen force knocks you into the room through the doors, which swing open, and then slam shut and will not budge. You are trapped! Glancing around the rough walls, you notice two other doorways, both with black curtains drawn across them. At the opposite end of the hall, past a dozen rows of seats, is a great stone sarcophagus. Will you look through the first door (turn to **220**) or the second door (turn to **141**), or will you have a look at the sarcophagus (turn to **167**)?

53

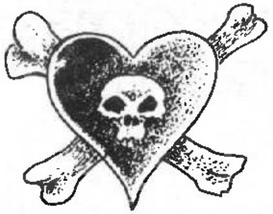
Keeping both eyes fixed upon the Bear, you creep a little closer, but unfortunately trip on a rock and stumble against the animal, who is not at all pleased. If you drank the Potion, turn to **210**; otherwise, turn to **334**.

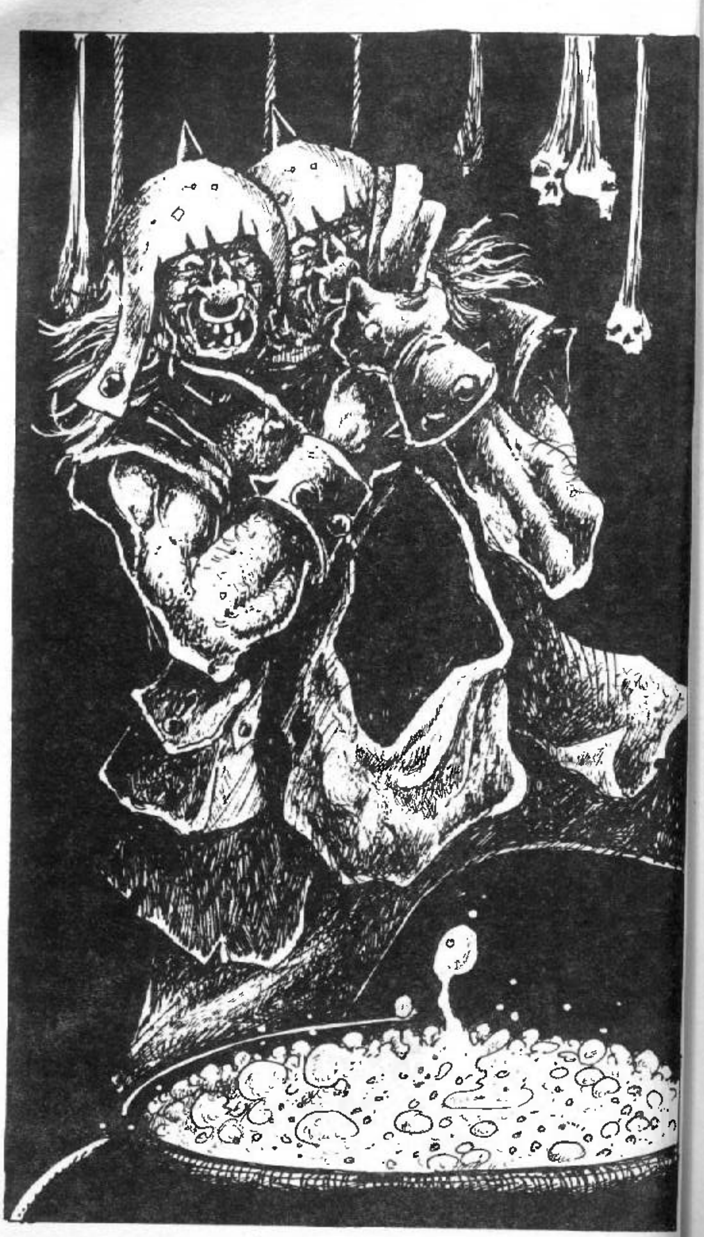
54

After wiping the evil creature's blood from your blade, you search his body, and find an Amulet of Protection around his neck. Increase your LUCK by 1 and STAMINA by 2. When you leave the burrow, the Sprite thanks you, and then leads you back to the main path. Turn to **78**.

55

Lothar walks out on to the bridge which, promptly and disastrously, collapses under his weight and sends him spinning towards the lava below. Turn to **99**.





56

Resolve your battle.

ICE WARRIOR SKILL 11 STAMINA 12

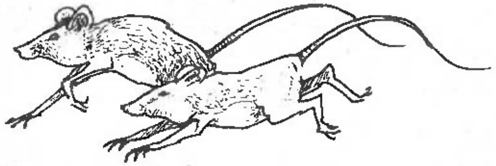
If you win, you may take the powerful Hammer of Thunder: increase your SKILL by 2, your STAMINA by 2, and your LUCK by 1. Turn to **280**.

57

The Giant, reaching his home, opens the sack to pop you both into the cauldron; looks of bewilderment spread over his faces as he falls prey to Lothar's illusion that his sack is empty. 'Must have fallen out somewhere back there,' he says, laying the bag to one side. Instantly, you and Lothar leap out of the sack and sprint into the wood, where you eventually find a path to follow. Turn to **224**.

58

Tell Lothar to turn to **58**. Stretching against your leather bonds, you rock the jug with your fingertips. It tips towards your brother and the water flows under his head. With a groan, he awakes. Rapidly, you explain the situation to him. Stay on this page until given instructions by Lothar as to where you should turn to.



59

The armour is very, very strong. Increase your SKILL by 2, your STAMINA by 3, and your LUCK by 1. However, it is also very heavy, and you may only carry five items (excluding Gold Pieces and Provisions) with you while you are wearing it. You leave the well and follow the cliffs for several days, before coming to a small clearing with a stream. Turn to **87**.

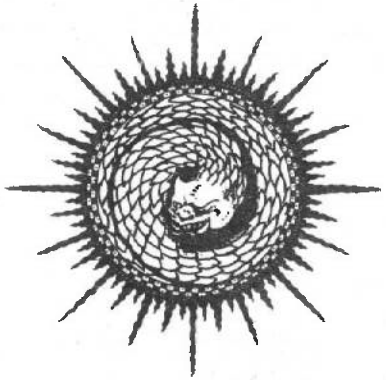
60

Change STATUS to 4. Stay on this page until ACTION changes to one of the following values:

If ACTION changes to 1 or 25	Turn to **13**
If ACTION changes to 24	Turn to **212**
If ACTION changes to 26	Turn to **413**

61

If you have previously met Dragesima the witch-hunter, turn to **490**; otherwise, turn to **451**.



62

You are reasonably confident when you lay a pair of aces on the table. However, another player has a full house of two kings and three aces, and you cannot help feeling that you have been swindled, as you part with one of your treasured possessions. Remove an item of your choice from your *Adventure Sheet*. Having had enough of the little village and its occupants, you decide to leave. Turn to **367**.

63

A short distance away you find a beautiful Wood Sprite, sitting beside a fallen oak, with her hands cupped to her face to hide large, rolling tears. At her side is an elaborate, jewelled silver crown. You may wish to talk to the Sprite (turn to **414**), or you may take her magical crown instead (turn to **158**).

64

You crash into the middle of a large prickly bush, which breaks your fall, as well as your arm. Reduce your SKILL and STAMINA by 2 points each. You extricate yourself from the bush and pluck the thick thorns from your flesh. Turn to **171**.

65

As the last Caveman falls, howls of infuriation and astonishment echo around the walls. The cries come from the rest of the tribe – about fifty of them, who stampede towards you! You immediately flee. Will you climb down the well (turn to **355**), or try to outrun them (turn to **170**)?

66

You cry out as an enormous fireball envelops the Moth. Its shrill squeak echoes as it flutters helplessly around the hall, occasionally forcing you to duck to avoid it. Eventually it crumples into a black heap upon the floor. But you have been singed: reduce your STAMINA by 1. Turn to **202**.

67

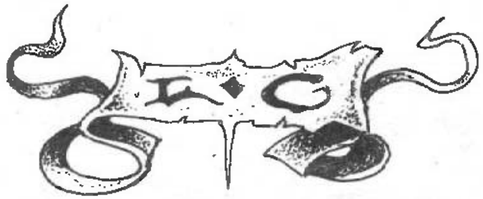
As soon as you enter the cold stream, you feel uneasy, for the frothy water begins to swirl and heave. Then you hear a loud roaring upstream, and suddenly a huge wave crashes through the undergrowth, turning stones and uprooting ancient trees in its path. You are caught up and swept past slow-moving tributaries and grassy clearings, and beneath steep embankments overshadowed by long, straggling willows. Many leagues later you manage to drag your weary body on to a sandy bank. Reduce your STAMINA by 2. After a brief rest, you stumble onwards, and climb a low hillock, which is crowned by a solitary sapling. Turn to **232**.

68

Test your Luck. If you are Lucky, turn to **337**. If you are Unlucky, turn to **154**.

69

Tell Lothar to turn to **69**. 'Hey, Giant,' you call, sticking a bottle of wine out of the narrow mouth of the sack, 'have some wine!' The Giant snatches the bottle and begins to drink; the loud gulps are clearly audible. 'Hey!' says one of the heads. 'Give me some too.' The other head refuses to part with the bottle, so the first, peeved, bashes the drinking head. A brawl starts, during which the sack you are in is dropped to the ground. Both of you leap from the bag and sprint into the wood, leaving the Giant to fight with itself. Eventually, you come across a path. Turn to **224**.

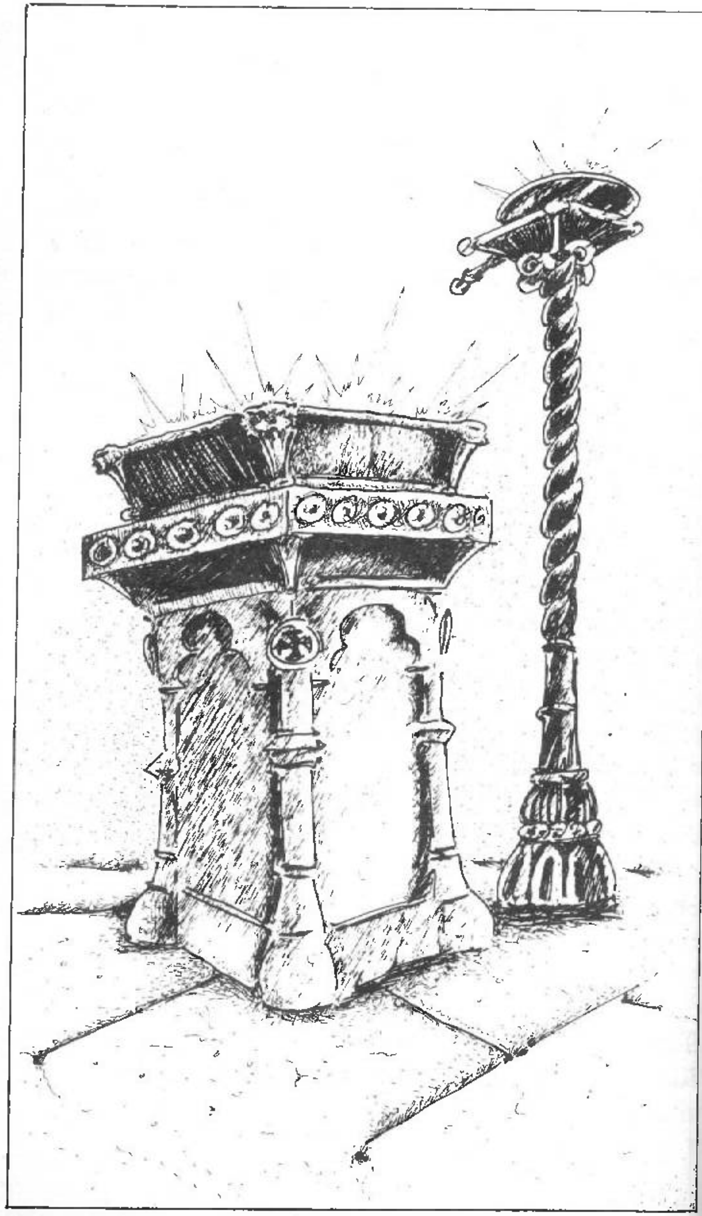


70

Dissatisfied with your efforts to raise enough Gold Pieces to pay his tax, the Imperial Collector summons his thugs to deprive you of all your goods. A fight is imminent. Talk with Lothar and fight the battle together, each selecting one opponent at a time. Refer to the other player's book for your opponents' SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **132**. If you win, but Lothar is dead, turn to **189**.

71

Talk with the other player and wait for the result of his die roll. If he rolls 1–3, turn to **185**; if he rolls 4–6, turn to **44**.

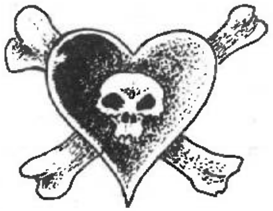


72

You enter the chapel, and are totally amazed at the sight within. Light shining through intricate stained-glass windows reveals a lavish interior of wrought gold and silver. Diamonds gleam from chandeliers high above your head, and the finest crimson carpets sweep down wide aisles beneath your feet. At the end of one aisle is a brilliant golden font containing Holy Water, and beside it, on a stand, is a small silver mirror. You may wish to take some Holy Water, but you are also curious about the mirror. Will you take the mirror (turn to 117), or will you fill your flask with Holy Water first (turn to 429)?

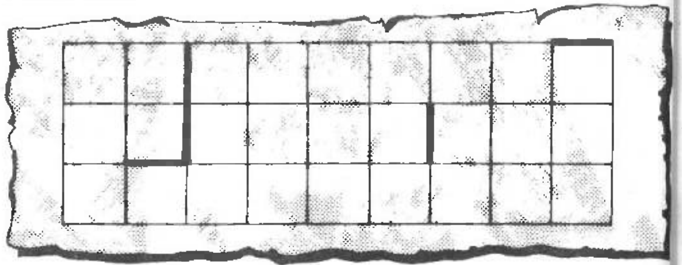
73

You step forward and answer: 'You are all so equal in beauty that it is impossible to judge between you.' However, the three old women seem rather unhappy with this answer: the one-eyed crone casts a fearful radiance upon you, while the one-toothed and one-clawed crones respectively bite and scratch you. Reduce your SKILL by 2 and your LUCK by 2. Turn to 389.



74

You plunge your weapon into the creature's throat, and its bulging eyes close as it slumps lifeless to th floor. Within its lair you find a tattered brow parchment, upon which the following runes ar inscribed:



Carefully redraw these on your own piece of pape before reading further. You discover nothing else o interest in the hole, so you decide to leave. Will yo ride along the north road (turn to **391**) or the sout road (turn to **384**)?

75

You have no time to react. The vile beast grips you i its vice-like claws and carries you, screaming, hig above the earth's surface. Mercifully, however, it i not long before a combination of fear and the fou stench exuded by the monster causes you to faint Upon waking, you find yourself lying on the floor o a dark cave high up in a mountainside; it is th creature's lair, but the creature is not within sight You notice the bones and tattered clothing of previous victims scattered around the floor, but among these sad remnants you do find an old bottle containing a Potion. Unfortunately the label has worn off. You may wish to drink the Potion anyway (turn to **477**), or you could attempt to climb down the face of the cliff (turn to **324**), or even explore the back of the cave (turn to **153**).

76

The Skeleton remains lifeless as you prise the pick from its fingers. However, you have failed to notice that a horrible Giant Spider has been crawling across the ceiling towards you. Sliding down a newly spun web, it drops on to your face.

GIANT SPIDER   SKILL 9   STAMINA 6

If you win, turn to **166**.

77

The beast collapses. You rest for a moment, but your ears prick up when you hear another cry from the darkness. Will you crawl further down the tunnel (turn to **321**), or will you retreat and ride away from the tower (turn to **60**)?

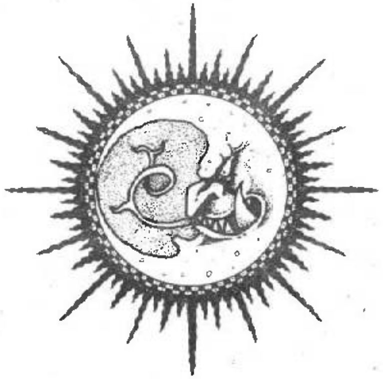
78

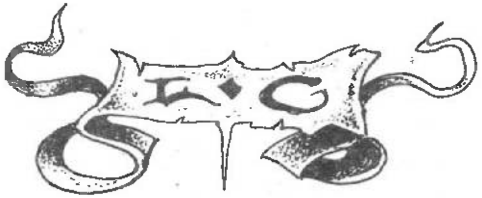
The path soon comes to an abrupt end, marked by a needle-like obelisk, twenty feet high. During your examination of this curious pillar, you press your hand against the western face, whereupon your sight dims and the forest's dark greenery vanishes. Turn to **344**.

79

As you step up to the bundles, a voice says: 'Wait, walkers in the night. I want an alchemical answer to this question: How many planets in the sky?' Peering into the darkness, you see a wooden head set upon a short pole, fixed to the wall. It smiles and repeats the question. Talk with Lothar to decide what you should answer. Will you answer:

Seven?	Turn to **120**
Eight?	Turn to **182**
Ten?	Turn to **244**



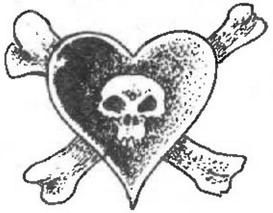


80

It is too dangerous to try to pass by, so you sit anxiously and watch. The evil lady summons a Demon from the boiling cauldron. The sight of it causes your horse to panic and, unfortunately for you, the Demon hears the noise and attacks immediately.

DEMON	SKILL 9	STAMINA 12

If you win, turn to **434**.



81

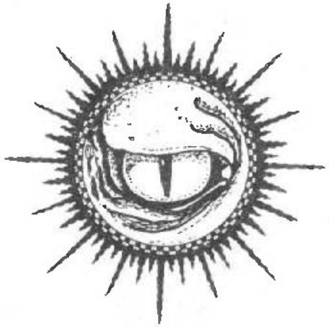
Beside the path is a large coffer filled with 40 Gold Pieces. Talk with Lothar to decide how you will divide this treasure, then turn to **224**.

82

You nestle beneath a sweetly scented bush and wait patiently for the approaching night. However, the plant is not quite as patient and, having eaten very little in the past few days, happily grasps you in its long, sticky brambles and opens a wide tube, at the end of which sloshes a pool of digestive juices.

CARNIVOROUS PLANT SKILL 8 STAMINA 12

If you win, you had better run away from the dell and towards the nearest stone monolith before another starving shrub attacks. Turn to 273.

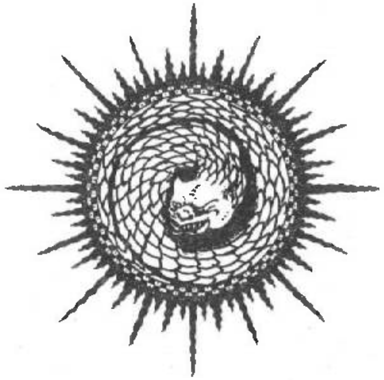


83

Your brother hums quietly to himself, chuckles, and then suddenly casts his chosen spell. Wait until Lothar tells you which section to turn to.

84

Tell Lothar to turn to 84. Your Roc is crippled by a volley of arrows. It plummets to the ground, taking you all with it. Your adventure is over.

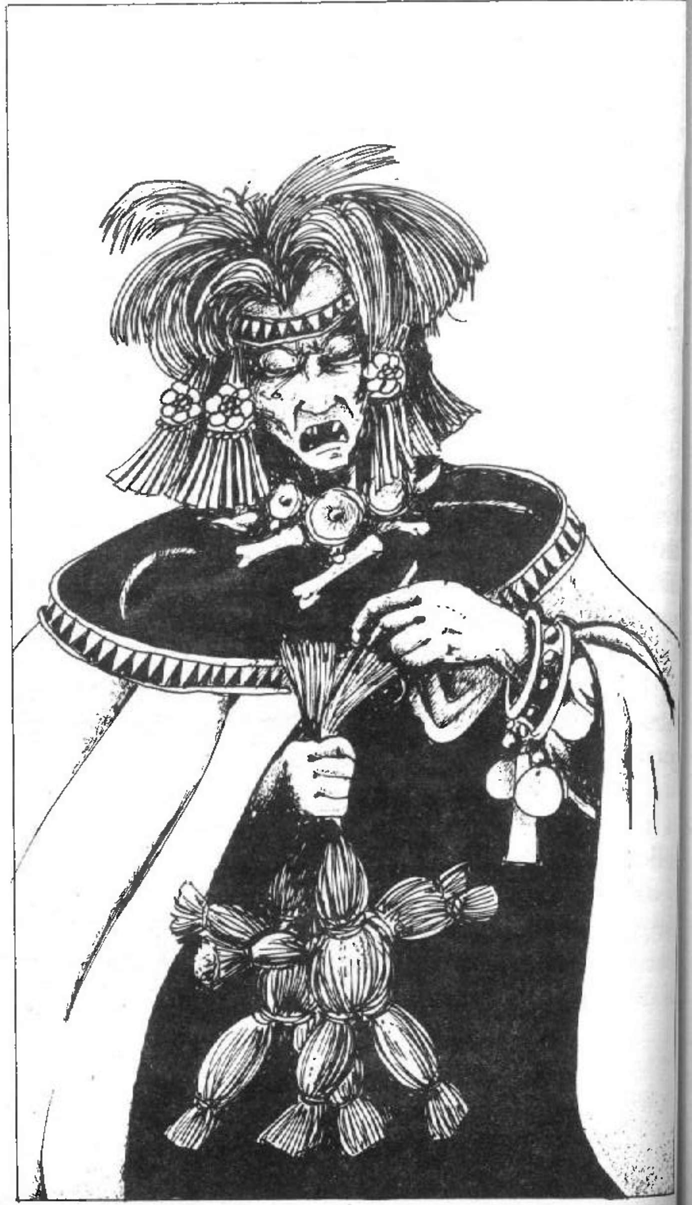


85

There is a sudden shriek from within the hut, followed by a great commotion, then a deathly silence. Finally, Lothar emerges victorious from the doorway, and releases you from the snare. Turn to 9.

86

You materialize in the desert, finding yourself surrounded by shrubs and red dunes. You travel north for several days before coming out of this wasteland at the cliff-lined shore of the Great Ocean. You follow the shoreline, until you come to the point nearest the Isle of Orcmoot. Here an immensely long, narrow, rope bridge hangs between the island, which is misty in the distance, and the cliffs of the coast. Turn to 51.

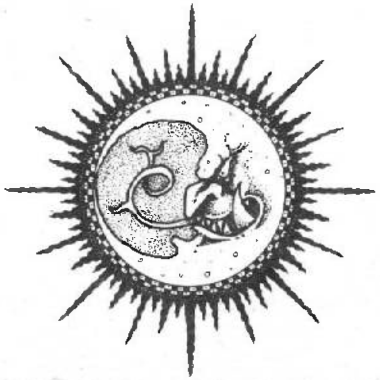


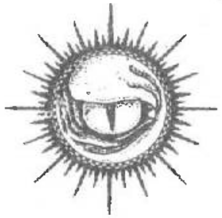
87

You follow the stream up into the mountains, where you discover two tracks which lead down towards the lowlands on the other side. Will you follow the left path (turn to **137**) or the right path (turn to **201**)?

88

The door of the hut opens, revealing the slave-keeper who, armed with a pair of straw dolls and a needle, steps forward to challenge you. You leap at her, arcing your sword through the air. She scuttles to one side, and sticks the needle into the dolls, thus causing immediate and severe pain in both of you: lose 2 points of STAMINA. Talk with Lothar and fight the battle together, each attacking the Witch in alternate combat rounds. Refer to the other player's book for the Witch's SKILL and STAMINA scores. Each time the Witch wins a combat round, she will inflict 2 points of damage on *both* of you at the same time. If you defeat her and Lothar is alive, turn to **315**; if you win, but Lothar is dead, turn to **376**.





89

The Potion has worn off and you are visible again, but you remember that the other half of the bottle is still stored safely away in your jerkin – it is likely that you will need it later. Turn to **171**.

90

You stand behind the tree for almost an hour before hearing slow, clumping footsteps. Peering from beneath a branch, you spy a huge Rock Giant with a bright red jacket, black trousers and boots, and an enormous buckled brown belt. He is carrying a whip. As he nears the Pegasus, his great voice booms out: 'Well, orsey, I'm going to give you a *right* going over, one you'll never . . .' He hesitates for a moment. '. . . one you'll never . . .' Flaring his nostrils he sucks in a whole roomful of air. 'What's this smell – a man? So, you've had company, eh? I'll thrash you now!' He raises the long three-tailed whip to strike the wretched creature, but it never falls. You jump out from your hiding-place and commit yourself to a fight. Turn to **461**.

91

After a short distance you find the stairway blocked by a brick wall, within which are set two small stones. You may wish to press the left (turn to **42**) or the right stone (turn to **193**), or go back to the door you have just passed (turn to **252**).

92

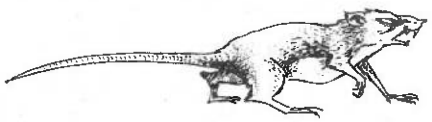
You slide an arm into the left pocket and gently feel about with your fingers. Yes, the key is there, along with some old copper coins – but the key rattles about and the Giant suddenly wakes up. 'Sneak-thief! Scoundrel!' he booms. 'I'll tear you limb from limb!' Turn to **461**.

93

With sword in hand you stride boldly down the arched passage, shortly arriving at the edge of a long, steep staircase. After descending many steps, you reach a doorway on your left. Will you open the door (turn to **22**), or continue down the stairs (turn to **166**)?

94

Lothar casts a spell on the sack which, as a consequence, disintegrates fairly rapidly, allowing both of you to break through the weakened hide and drop to the ground. The Giant, however, is aware of your escape, and flails out with his club. Talk with



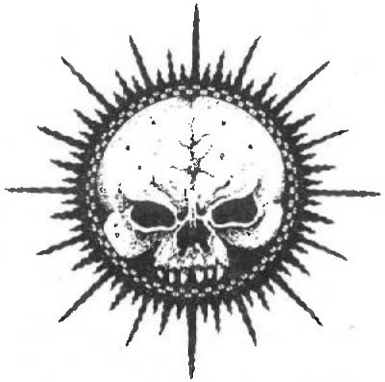
Lothar and fight the battle together, each attacking the Giant one at a time in alternate combat rounds. Refer to the other player's book for the Giant's SKILL and STAMINA scores. If you defeat the Giant, turn to **498**.

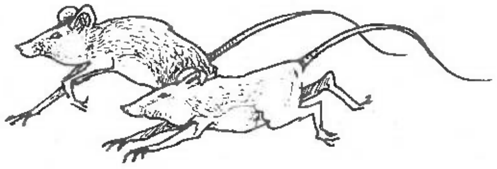
95

The Mountain Rams are much too agile, and they soon batter you from the cliff with their huge spiralled horns. You break several fingers as you land awkwardly at the base of the slope: reduce your SKILL by 2. Although you are in agony, you must immediately leap to your feet to face the Wolves. Turn to **191**.

96

You continue on your way, and come to a small but rowdy inn, nestling in the foothills of a mountain range which towers in the north. Upon entering the main drinking-room, you are approached by a wizened old monk. 'Clovis,' he says, 'you seek a Sacred Gem of Gundobad, so listen closely. You will find one on the Isle of Orcmoot, at the end of the Northern Lands, but four Parchments must you first possess ere it be yours.' Before you can question this curious fellow, he turns and disappears among the crowd. You are unable to find him, so you leave the inn and proceed through, and past, the mountain range. Turn to **4**.



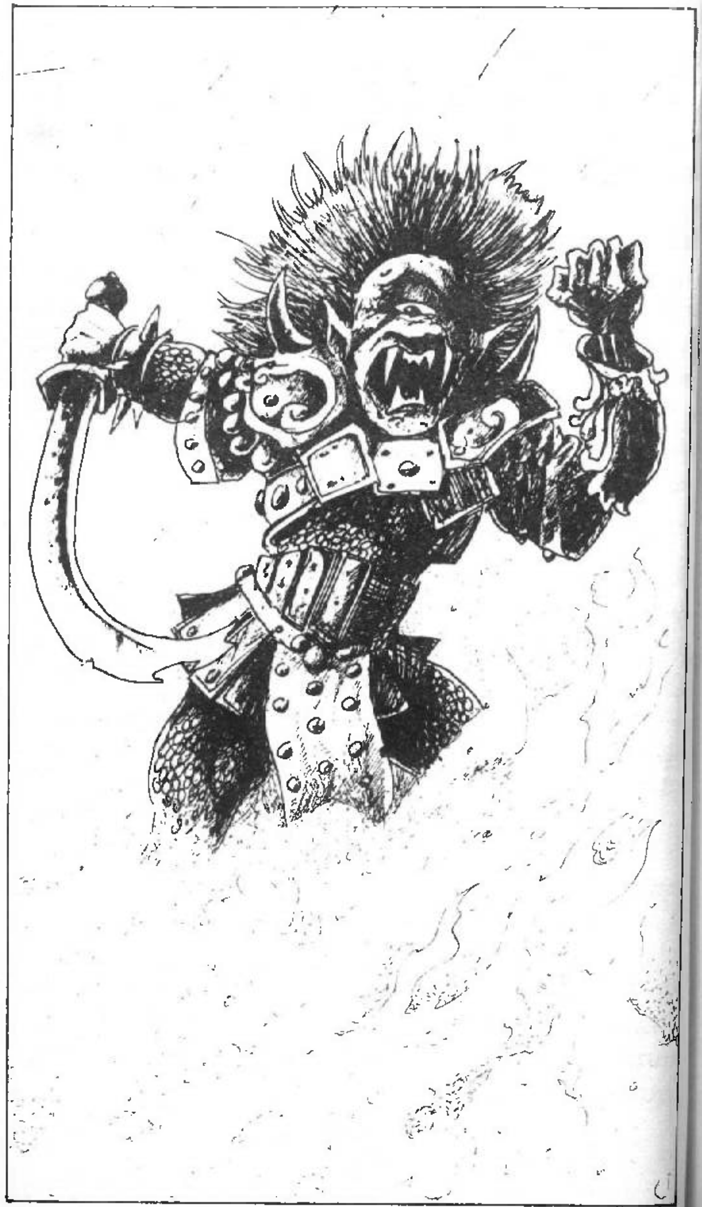


97

You are inching your way around the thin ledge when, without warning, a large chunk cracks beneath your feet. Frantically groping for a safer rock, you dangle against the cavern wall for a few seconds before plunging fifty feet. Luckily you fall into the deep pool and manage to swim the remaining distance and struggle on to the bank. Reduce your STAMINA by 1 for exhaustion. You may follow the left passage (turn to **93**) or the right passage (turn to **258**).

98

With one great chop from your sword, you slice straight through the root. However, the entire tunnel shudders and the roof collapses upon you, crushing you both. Your adventure is over.



99

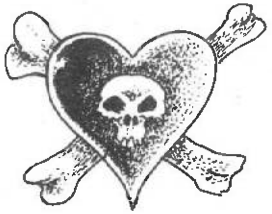
You creep along the pit's edge and discover a rocky pathway, zigzagging into the abyss. Dodging flying coals shot from the fiery river, you follow the narrow track to its end, which is the entrance to a long hall, twenty feet above the lava flow. The hall is bare, except for a tall, one-eyed warrior by an archway at the far end. As you approach, the mysterious figure rushes towards you, wielding a scimitar. Suddenly it becomes invisible! If you have a Potion, turn to **156**. If not, you will have to guess where it is as you fight it.

CYCLOPS	SKILL 10	STAMINA 10

If you win, turn to **181**.

100

You ride down a winding track for almost five hours before camping for the night on a low hillock. The night passes uneventfully. Early in the morning you continue, and soon reach a junction. You could follow the eastern path (turn to **19**) or the western path (turn to **175**).

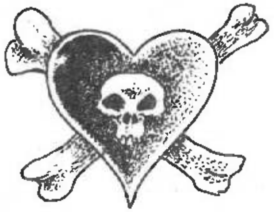


101

Forcing your arms and legs against the sides of the flue, you begin to climb slowly towards the light. About thirty feet up you notice a dull, green glow emanating from a small hole in the wall. You may wish to put your arm in and feel (turn to **114**), o poke around with your sword (turn to **251**); or you may completely ignore it and continue upwards (turn to **432**).

102

'Oh, thank you, kind sir!' cries the maiden. 'I would surely have perished if you had not come to my aid.' She tells you that she is travelling to an old monastery in the hills in order to obtain some Holy Water which is needed to save the life of her sick brother a home. 'Please, will you accompany me on my journey?' she pleads. 'I am very rich, and will reward you most handsomely if you do.' You may wish to comply with the damsel's request and accompany her to the monastery (turn to **377**), or you can keep your promise to meet your brother at the toll bridge (turn to **18**).



103

The Gnome pulls a long, serrated dagger from his belt and jumps at you.

GNOME SKILL 8 STAMINA 10

If you win, turn to **54**.

104

As the old Amazon steps within arm's reach of the cage, Lothar jumps up to the bars and thrusts his hands towards the bundle of keys. She is too quick, however, and leaps nimbly back while dealing his arm a savage blow with the short cane she is holding. 'Tsk, tsk,' she says, shaking her head ruefully. 'We must learn some respect.' Turn to **161**.

105

After a moment's consideration, the Hydra says, 'Very well then, you may pass – but you must give me everything you own except for your sword and armour.' Will you give the monster what it asks (turn to **26**), or attack it instead (turn to **487**)?

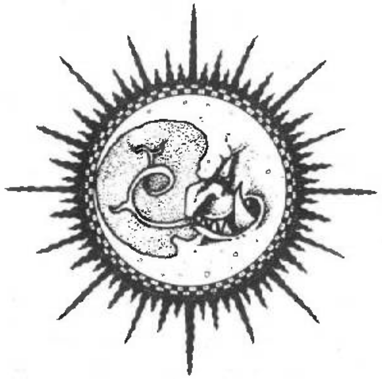
106

You unravel some long lengths of silken thread from the cocoons, noting that the material is lighter, but just as strong as heavy-duty rope; add it to your *Adventure Sheet*. While you are tucking it into your pack, Lothar walks across to the other side of the hall. Suddenly he screams. A trap-door has opened up beneath his feet and he vanishes from sight. You rush over to the hole in the floor, but Lothar ha fallen into the river far below, and you watch helplessly as he is swept downstream. Turn to **497**.

107

You and Lothar soon come across three old wome sitting on three flat-topped stones. Each is dresse in grey rags and between them they possess onl one eye, one tooth and one claw. Upon your arrival they pass the eye from one to another, so that eac can get a good look at the two of you. 'Tell us, cackles the crone with one tooth, 'which of us is th more beautiful?' Talk with Lothar to decide wha your joint answer will be:

The crone with the eye	Turn to **15**
The crone with the tooth	Turn to **24**
The crone with the claw	Turn to **35**
All three of them together	Turn to **46**



108

As soon as you twist yourself into the hole, you are confronted by a slimy Giant Toad with a gaping mouth.

GIANT TOAD SKILL 8 STAMINA 8

If you win, turn to **74**.

109

With the Hedge thickening every second, you have very little time to slice through. You may have three rolls of the dice to cut yourself a path.

HEDGE SKILL 9 STAMINA 4

If you destroy it, turn to **63**. If you have not destroyed it within three rounds, its steel-hard stems have trapped you for ever.

110

Bill and Bert beat you and strip you of any Gold Pieces, Provisions and items which you may possess: remove them from your *Adventure Sheet*. Only your sword and horse are left untouched. As the damage inflicted was largely of a temporary nature, you recover all but 4 of the STAMINA points you lost in this last fight. Turn to **13**.

111

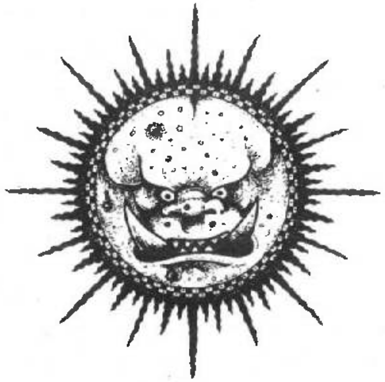
Change STATUS to 18. Stay on this page until ACTION changes. If ACTION changes to 1 or 37, turn to **319**; if ACTION changes to 38, turn to **313**.

112

Tell Lothar to turn to **61**. Having defeated the monster, you shake Lothar into groggy wakefulness and then head out of the cellar into an adjoining room Meat-hooks hang from high racks, and a huge chopping-block stands in the centre of the floor. In one wall is a rough hole – too small for you, but large enough for Lothar – and in another is a closed door. Talk with Lothar here to decide whether Lothar will crawl into the hole while you wait, or both of you will go through the door. Whatever you decide, stay on this page until given instructions by the other player as to where you should turn to.

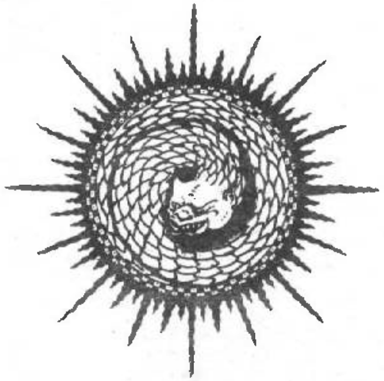
113

You turn the corner, and are immediately stopped by a loud explosion, which blows you off your feet, and burns your hands and face. Reduce your STAMINA by 3. If you are still alive, turn to **194**.



114

You stretch your arm down the hole and feel about gingerly with your fingers. When you grab a hard stone, you pull it out excitedly. It is a gem, an enormous emerald. But there is something else in the hole – something softer, something nasty! Its long, boneless arms wriggle out and grip you tightly around the throat. Turn to **479**.

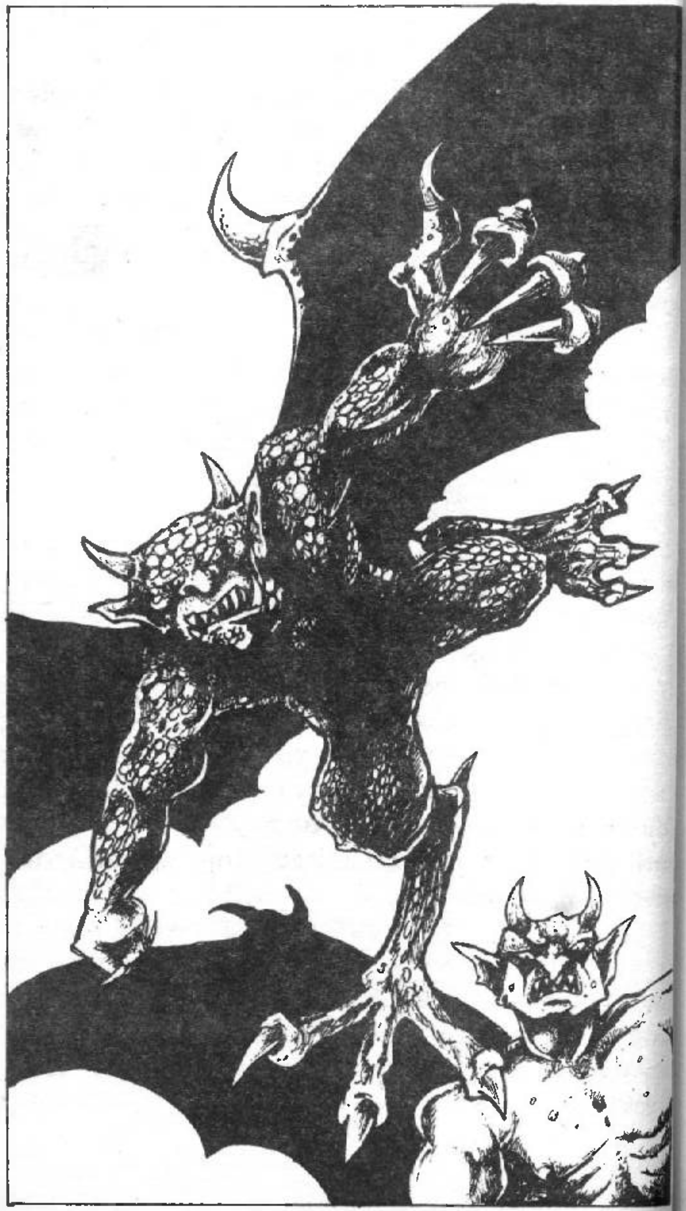


115

Tell Lothar to turn to **136**, then stay on this page until given instructions by the other player as to where you should turn to.

116

Since you have little strength left to defend yourself, the Demon quickly overpowers you and proceeds to devour not only your flesh, but your soul as well. Turn to **39**.



117

You pick up the mirror and look into it. Your reflection looks back at you. But you also notice two Gargoyles scampering up the aisle behind you, so you swing around and prepare for mortal combat.

	SKILL	STAMINA
First GARGOYLE	9	8
Second GARGOYLE	8	8

If you win, you take the silver mirror; then turn to **429**.

118

You eventually manage to climb down to the base of the cliff. If you drank the Potion, turn to **89**; otherwise, turn to **171**.

119

You push open the wide, creaking doors and enter the mausoleum; then, with the Zombies staggering slowly up the path behind, you slam the gates shut and block them with a heavy crate. As you squat in the darkness to regain your breath, you hear the feeble scrabbling of dead hands on the walls outside. Eventually these sounds diminish, and by this time your eyes have grown accustomed to the surroundings. Before you, in a plain, rectangular room, lie four coffins, fashioned from smooth, black ebony. What is more, they are open, but their occupants are concealed beneath colourful, silken clothes. Curious, you step closer, and with great trepidation prepare to lift the silks. Which will you remove first:

Turquoise?	Turn to **235**
Scarlet?	Turn to **134**
White?	Turn to **254**
Emerald-green?	Turn to **297**

120

'Correct,' says the head. 'You may take your things.' Looking in the bundles, you find all your stolen possessions and weapons; return them to your *Adventure Sheet*. You pack everything up, and then the two of you proceed through the gate. Turn to **315**.

121

As soon as you sit on the broomstick, it responds by leaping into the air, up and over the bottomless pit. But it does not stop there: you are a helpless passenger as it gathers speed and zooms along the tunnel. Soon the tunnel turns a sharp corner, but the broom does not. You badly bruise your head: reduce your STAMINA by 1. You leave the splintered broomstick behind and stagger dizzily onwards. Turn to **192**.

122

As you wander further into the eerie graveyard, the snapping of tiny twigs underfoot betrays your position to one of nature's finest aerial predators – a Giant White Owl. Hardly batting an eyelid, the feathered hunter watches intently for several minutes from a tall tree before swooping silently upon you. With its long talons gripping your shoulders it carries you towards its lofty perch. Realizing the seriousness of the situation, you draw your blade, intending to strike the creature while airborne. *Test your Luck*. If you are Lucky, turn to **484**. If you are Unlucky, turn to **16**.

123

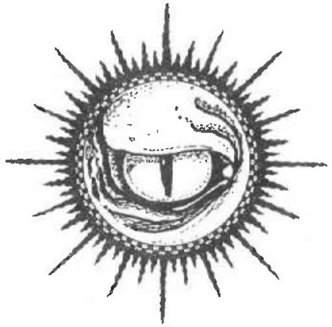
If you have met Dragesima the witch-hunter, change STATUS to 13. If you have not met Dragesima, change STATUS to 14. Stay on this page until ACTION changes to 1, 31 or 32; then turn to **282**.

124

You step into the violet band, and feel yourselves first rise, then fall; you land on a forest path. Stay on this page until given instructions by the other player as to where you should turn to.

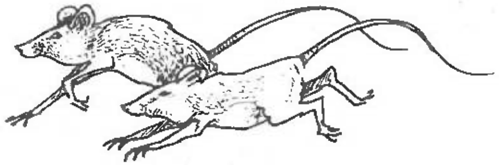
125

Lothar wastes no time in casting a spell which fre both of you. The two of you lurch to your feet an grab your equipment (which, by a stroke of goo luck, has been left near by), and head off into th desert, escaping both the caravan and the Piranh Turn to **346**.



126

Test your Luck. If you are Lucky, turn to **445**. If yo are Unlucky, turn to **30**.



127

The berries are both delicious and refreshing. In crease your STAMINA by 2, then turn to **374**.

128

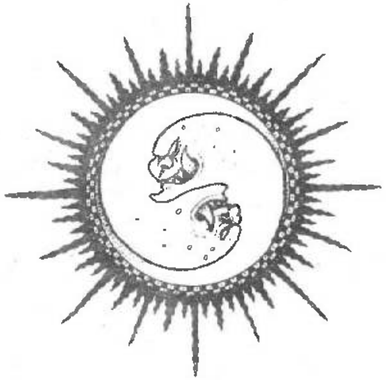
Tell Lothar to turn to **128**. You draw your sword and slash the sack; the resulting tear pitches both of you out on to the ground. The Giant, however, is aware of your escape, and flails out with his club. Talk with Lothar and fight the battle together, each attacking the Giant one at a time in alternate combat rounds. Refer to the other player's book for the Giant's SKILL and STAMINA scores. If you defeat the Giant, turn to **498**.

129

Tell Lothar to turn to **129**. Stretching against your leather bonds, you slide your fingers ineffectually along the blade of the knife. Cursing, you try to lunge at it, but the Sand Piranha are upon you, eating into your flesh with surprising rapidity. Within minutes, the two of you are reduced to mere bones. Your adventure is over.

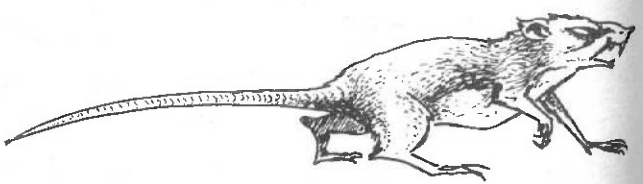
130

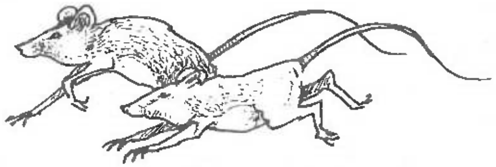
A great ball of orange fire shoots from Lothar's fingertips and into the Scuttlie burrow. Despite exploding with a muffled roar, there is no obvious damage. The two of you now decide to pursue the Scuttlies down into the hole. Turn to **47**.



131

Tell Lothar to turn to **131**. You step over the three slain bodies and back outside to find your brother. Lothar has been snared by a wire trap which the Orcs had set for unwelcome visitors. You release him before stepping back into the hut. Turn to **9**.



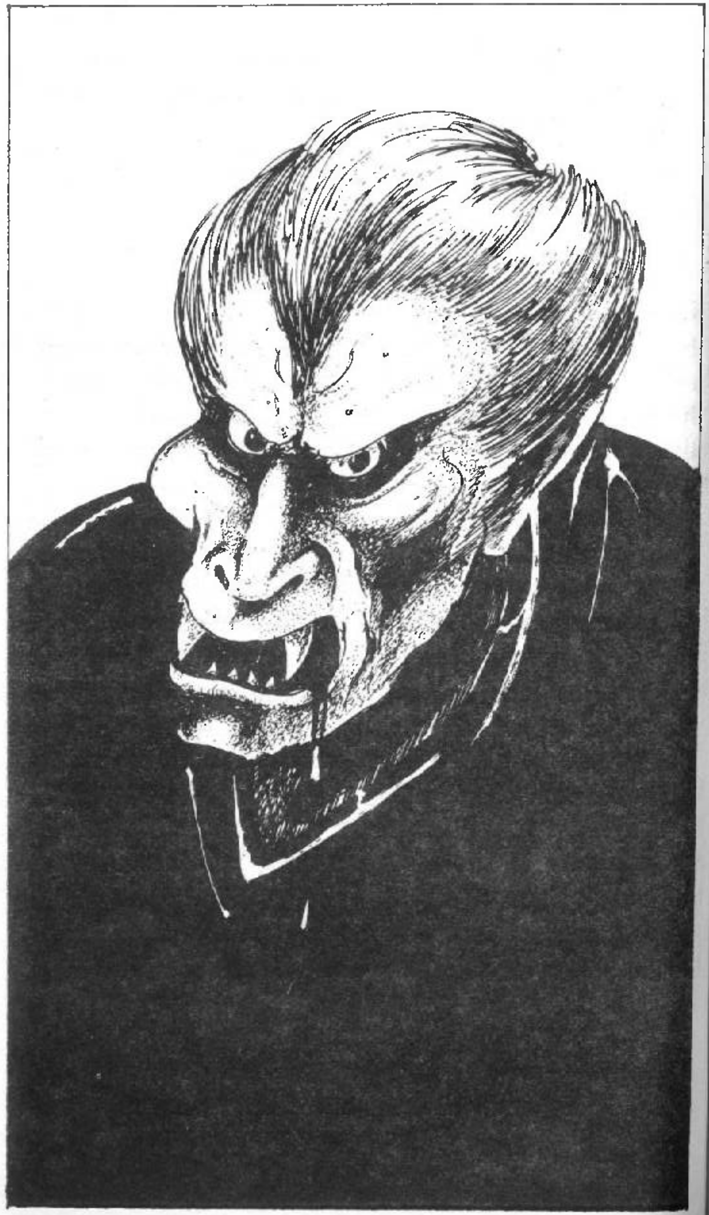


132

Having finished your dealings with the Tax Collector, the two of you head for the bar, but are intercepted by a wizened old monk. 'Clovis and Lothar,' he says, 'you seek a Sacred Gem of Gundobad, so listen closely. You will find one on the Isle of Orcmoot, at the end of the Northern Lands, but the riddle's solution must you first possess ere it be yours.' When you try to question this fellow further, he refuses to discuss details until the next day, suggesting instead that in the meantime you might like to buy some interesting artefacts that he has for sale. Talk with Lothar to decide if either of you would like to trade with this monk. If *either* of you does, turn to **250**. If *neither* of you wants to trade, turn to **323**.

133

You leap from the back of your steed, draw your sword and use it to break the lock of the stocks and release the woman. *Test your Luck*. If you are Lucky, turn to **36**. If you are Unlucky, turn to **468**.



134

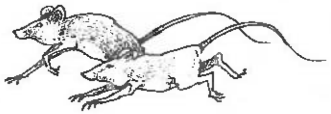
Beneath the cloth rests a tall man, with a dark complexion and neat, grey-speckled hair. However, the peaceful scene is rudely broken as a dark red drop dribbles from the corner of his mouth and his eyes shoot open. His long, withered arm stretches out to snatch your wrist in a vice-like grip. With a sinister smirk, the horrible creature reveals its two dreadful curved incisors. It is a Vampire! If you have both a gold cross and a holy book, turn to **263**. If you have only the gold cross, turn to **452**. If you have only the holy book, turn to **470**. If you have neither, turn to **206**.

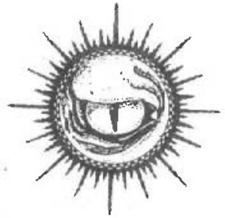
135

You grip the horse's mane and spur the powerful beast directly at the hostile crowd. Several men are dashed to the ground as you career through them all and escape. Turn to **367**.

136

Lothar eases his weight on to the creaking bridge and, slowly but surely, works his way along it, and eventually disappears into the mist that surrounds the island. Change STATUS to 16, then stay on this page until given instructions by the other player as to which section to turn to.



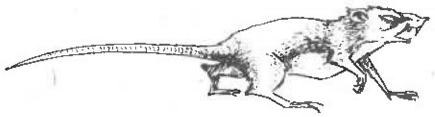


137

Many of the mountains are covered with thick snow. Even the great bushes of wild holly, bursting with scarlet berries, are drooping under their white burden. But the sky is clear and the path easy to tread, so you continue merrily downhill . . . until you see the huge white tube which has slithered over a nearby bank of snow. It is an Iceworm, the most loathsome and feared mountain monster. Its two shining black eyes are fixed upon you as it wriggles with deceptive speed over the snow. Will you fight (turn to **215**), or attempt to run away (turn to **296**)?

138

You leap for the chandelier, while Lothar dives towards the innkeeper's wife. *Test your Luck.* If you are Lucky, turn to **387**. If you are Unlucky, turn to **348**.



139

The young Dwarf now drops, and dies beside his older companion. You search their pockets and find two small bags containing 8 Gold Pieces. Then you walk back to the square cavern and go through the other exit. Turn to **476**.

140

One night you are struggling through a thick wood when a terrible, ear-splitting shriek rings out from the darkness. You are almost paralysed with fear, as a grotesque creature with huge, outstretched wings and a gaping mouth plummets towards you. Roll one die. If you roll 1–3, turn to **259**; if you roll 4–6, turn to **75**.

141

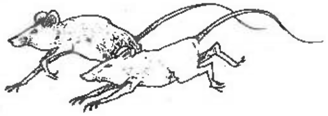
Sword in hand, you jerk back the cloth shrouding the doorway, to reveal a squalid little cell. Wooden tables, chairs and bookshelves lie overturned upon a pile of shattered relics and torn books. Obviously a dreadful combat has occurred here recently, and amidst this scene of devastation lies the corpse of the priest – a gory reminder to you that something wicked and inhuman now controls the chapel. In the facing wall, where a bookshelf had once been placed, is a passageway leading down into velvety blackness. You may wish to follow this passage (turn to **33**), or you may wish to examine the sarcophagus instead (turn to **331**) or, if you haven't already, the other doorway (turn to **220**).

142

A few miles further on, you come across a slave caravan winding its way along a mountain road. Long lines of manacled captives trudge behind the slave-trader's huge sedan chair, which is resplendent with multicoloured hangings and borne by eight porters. When the slaver sees you, he calls to his minions and leaps from his chair, intent on capturing you. He uncoils a long silvery rope and throws it into the air, crying, 'Slavegrabber, take him! Catch him quickly!' In response, the magic rope darts forward, forming loops to ensnare you. During each combat round, roll one die. If the result is 6, turn to **466**; otherwise continue with the next combat round.

	SKILL	STAMINA
First HENCHMAN	8	4
Second HENCHMAN	7	4
SLAVE-TRADER	6	4

If you are killed, tell Lothar to turn to **96**. If you win, turn to **402**.



143

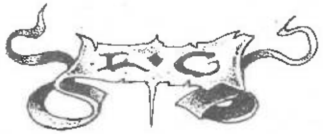
The latch explodes in Lothar's hand and injures him. Inside the chest, you find a bottle of wine and 8 Gold Pieces. Talk with Lothar to decide how these items will be divided between you. When you have decided, you leave the Troll's house and cross the bridge. Turn to **418**.

144

Keeping a suspicious eye on the tower, you steer your mount around it, but fail to notice a deep crevice in the ground, which suddenly opens beneath your horse's feet. Both you and your steed plunge fifteen feet before coming to rest at the bottom, where you hear a noise behind you. You turn about to see a repulsive creature, a Giant Antlion. You prepare to engage the deadly foe.

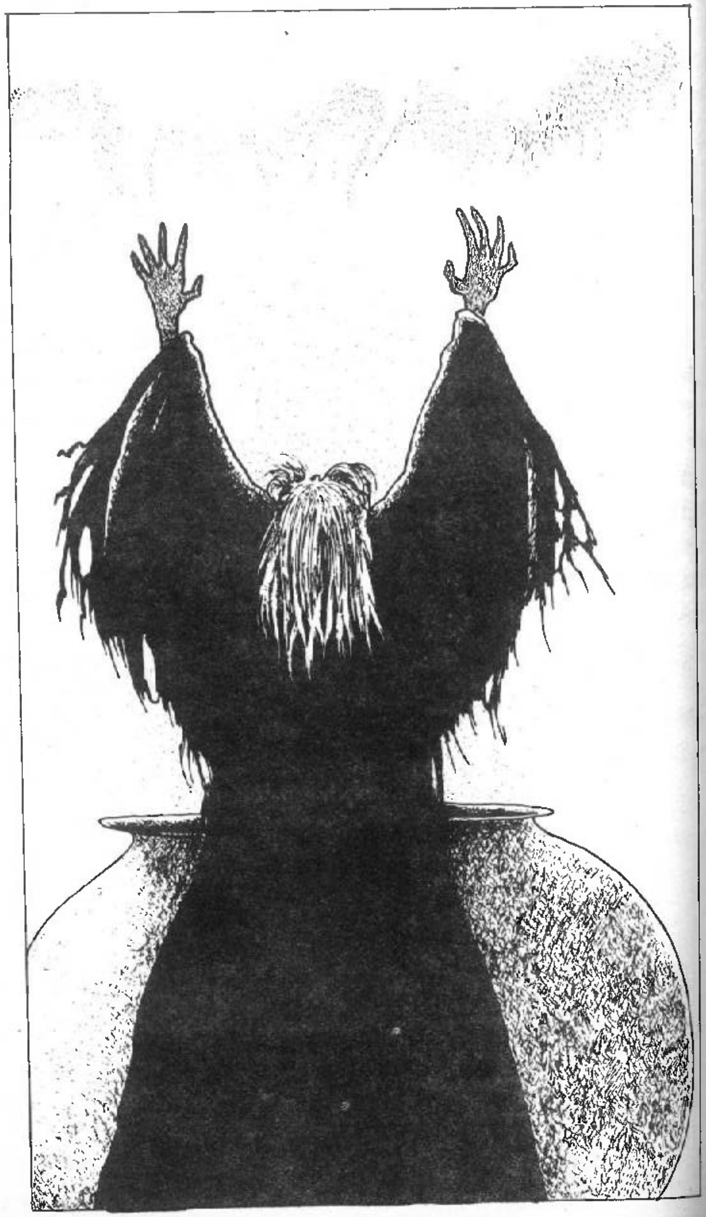
ANTLION SKILL 8 STAMINA 8

If you win, turn to **359**.



145

You step into the blue band, and feel yourselves rising, twisting, and then falling; you suddenly slide out of the rainbow and land on a forest path. Turn to **224**.



146

You squeeze past into a tiny room in which all your belongings have been stored. Once you have gathered everything up, you return to the surface; by the sound of it, Scuttlies are close behind. Once you get outside, however, the little fellows seem reluctant to pursue, so you make good your escape. Talk with Lothar to decide whether you will continue travelling together (turn to **107**), or split up (turn to **446**).

147

The Unicorn, overjoyed at being set free, offers to grant each of you a limited wish. Will you ask:

For your wounds to be healed?	Turn to **408**
To be made luckier?	Turn to **448**
To be made a more skilful warrior?	Turn to **475**

148

Change STATUS to 2. Stay on this page until ACTION changes to 1, 22 or 23; then turn to **325**.

149

The track soon turns a sharp bend, which brings you closer to the clearing – and now you can see that the woman is a Witch, and is busily casting a spell around a large black pot. *Test your Luck*. If you are Lucky, turn to **281**. If you are Unlucky, turn to **80**.

150

You walk down among the tents, where you are immediately set upon by a couple of Lizardman guards. Calling for Lothar, you draw your sword in self-defence.

	SKILL	STAMINA
First LIZARDMAN	9	8
Second LIZARDMAN	9	6

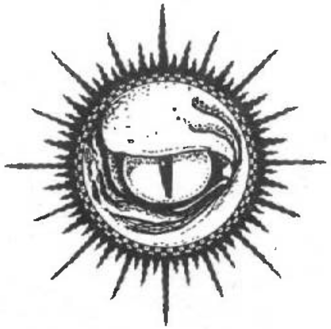
If you defeat them, turn to **485**. If you lose, tell Lothar to turn to **10**.

151

As you touch the sphere, a gentle voice whispers from within:

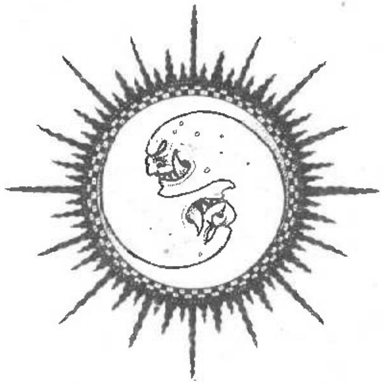
'If evil isle you do find,
seek the green man, friend of thine.
For a scroll the creature formerly had,
to find the Gem of Gundobad.'

Both spheres fade, and you may now follow the passage. Turn to **412**.



152

The one-eyed woman is pleased with your answer and bestows her blessing upon you; restore your STAMINA to its *Initial* score. The other crones, however, are not so happy with your choice. They leap from their boulders, and one bites Lothar and the other scratches you with her single claw: deduct 1 point from your LUCK. Turn to **389**.



153

The cave is damp and very dark. As you are unable to see anything, you begin to feel your way around the walls, and soon discover a crack which is wide enough to squeeze through. However, at the same time you hear a terrible screech from the cave entrance, and spin around to discover that the dreadful beast has returned. From its silhouette it is obviously a Giant Bat.

GIANT BAT	SKILL 9	STAMINA 8

If you defeat it, turn to **277**.

154

You feel a tingling run through your limbs, and you begin to shrink. The Druid, now gigantic in comparison, bends down – and plucks one of your feathers! 'Off you go, pheasant,' he laughs, then walks away between the trees. Your adventure is over. Turn to **39**.

155

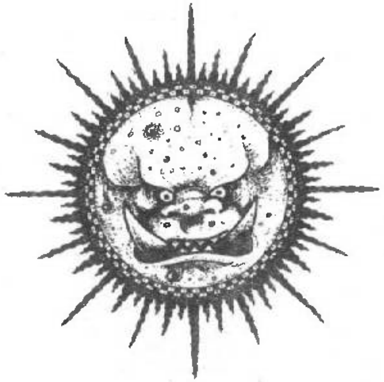
Tell Lothar to turn to **473**. Then turn to **473** yourself.

156

Hoping that it will be of benefit, you gulp the Potion, and enter the Cyclops's world. The hall has faded and become drab and colourless, but the Cyclops is easily visible now.

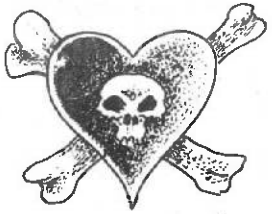
CYCLOPS SKILL 8 STAMINA 10

If you win, turn to **181**.



157

After climbing a small, stony hill, you glance back towards the river for the last time. The meandering waters, glistening beneath the new sun, take on the appearance of a long blue and silver serpent, snaking its way through the green valley. It is a very beautiful, exhilarating sight – add 1 to your LUCK. With some regret, you turn around and set off towards the mountain ranges, and at midday reach the first cliff. It is a huge granite face, very smooth and almost impossible to climb; but bored deep into its base is an enormous cave. There is a little well near the entrance. Will you have a closer look at the well (turn to **284**) or explore the interior of the cave (turn to **266**)?

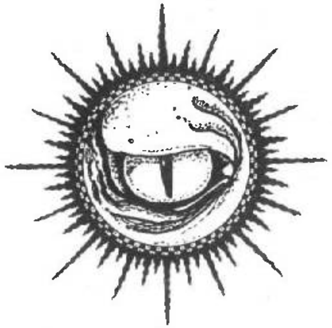


158

As soon as you touch the crown it explodes, showering you with silver sparks and knocking you to the ground. Reduce your STAMINA by 1. When the smoke has cleared, you stand up on wobbly feet to find that the Sprite and the oak tree have vanished. Turn to **238**.

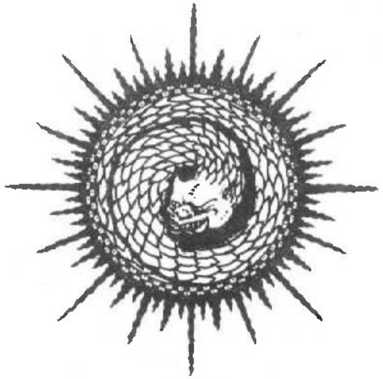
159

The ground beneath your feet bubbles furiously as your Provisions and other equipment slide out of the earth and come to rest beside you. Talk with Lothar to decide whether you will continue travelling together (turn to **107**) or split up (turn to **446**).



160

You walk out on to the arch and start to shuffle to the other side of the cavern. Suddenly a large section of the bridge collapses, and with a scream you plummet towards the lava below. Your adventure is over. Turn to **39**.



161

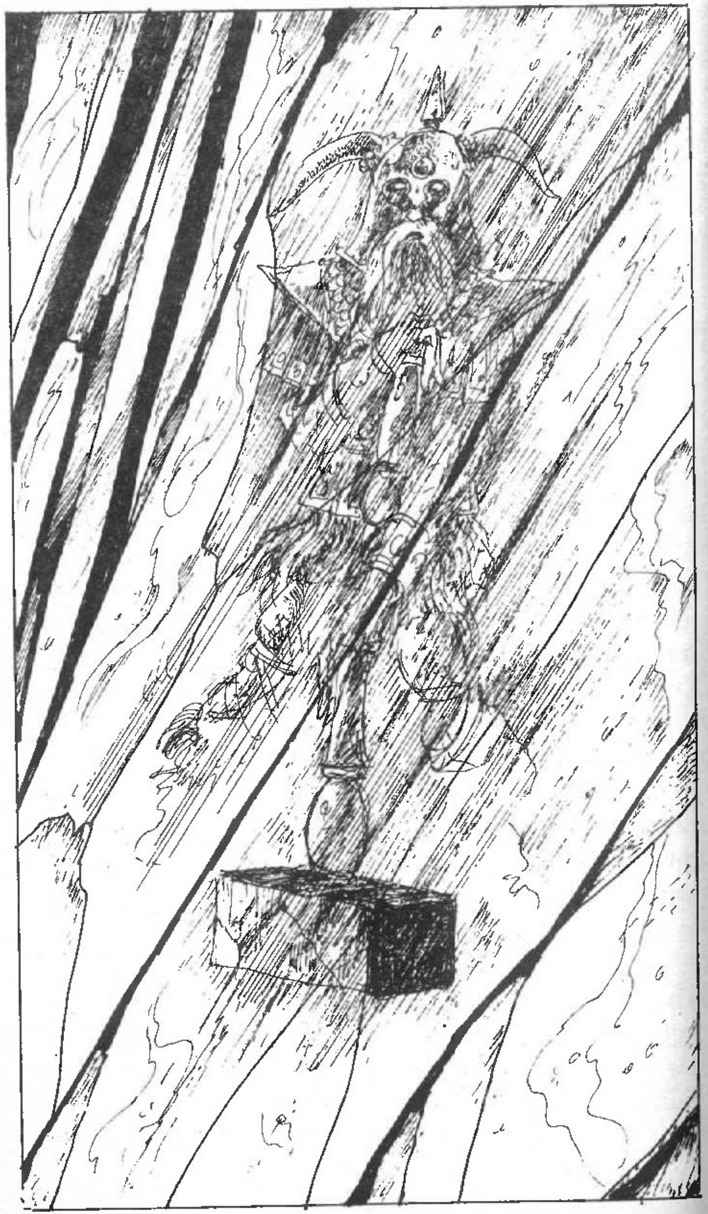
'You are to be groomed as slaves for the queen,' she says. With a cackle she turns and hobbles away into the surrounding darkness. You step up to the bars and seize one with your hands, while putting your feet against another. With a tremendous effort, you try to wrench the bar free. *Test your Luck*. If you are Lucky, turn to **301**. If you are Unlucky, turn to **219**.

162

You step into the green band, and feel yourselves rising, twisting, and then falling; suddenly you drop out of the rainbow on to a forest path. Turn to **353**.

163

The maiden takes the flask of Holy Water and gives you 10 Gold Pieces. You mount your horse and ride away from the monastery, your exploits there quickly fading to an unpleasant memory, as you turn your mind back to your own quest. Turn to **100**.



164

You step up to the Hydra, swing your sword and slice off its first head. The other two heads wake immediately, howling in pain. (Note, during the following battle, that the first head has already been defeated.) Turn to **487**.

165

The air is moist and the footholds wet from the river's spray. You slip and fall into the water, to be swept helplessly downstream. Turn to **28**.

166

The stairway finally ends at a room thousands of feet beneath the mountain ranges. As you step through a low brick archway, you begin to shiver – it is very, very cold. The floor is made from huge, flat-topped columns of frozen earth, and between each column is a chasm, wide and deep. The four walls are solid blocks of ice, and entombed within one of them is a tall, red-bearded warrior. His fingers are wrapped around an enormous war-hammer. You carefully jump from column to column, until you reach him. You desire the hammer, but how will you remove it from the wall? If you have an ice-pick you could chip the ice away (turn to **395**), or if you have a lantern you may melt it (turn to **340**); otherwise you will have to crack the ice with your sword (turn to **463**).

167

You walk cautiously down the aisle towards the sarcophagus. A howling, supernatural wind suddenly springs up and swirls through the chapel. *Test your Luck.* If you are Lucky, turn to **341**. If you are Unlucky, turn to **187**.

168

You surprise a Witch, who is standing beside a large, black pot. You must fight.

WITCH SKILL 10 STAMINA 4

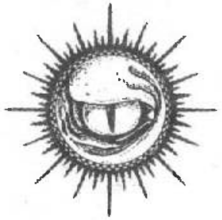
If you win, turn to **253**.

169

The ghastly undead creatures draw near.

	SKILL	STAMINA
First ZOMBIE	9	6
Second ZOMBIE	8	6
Third ZOMBIE	7	4

If you win, you must quickly decide whether to run down the track (turn to **358**), or towards the mausoleum (turn to **119**), for the other Zombies are closing in.



170

You are hit in the arm by an arrow: reduce your SKILL and your STAMINA by 1 point each. You hide beneath a thick bush until the entire tribe has run past, before moving on. Soon you reach a little stream, flowing from the nearby mountains. Turn to **87**.

171

You find yourself at the bottom of a deep valley, surrounded by tall pine trees. It is dawn, and the sun has just risen above a white mountain peak to the east. Will you head off in that direction (turn to **256**), or continue down the valley (turn to **6**)?

172

Upon seeing the golden cross held aloft, the Witches halt. Then, in a great puff of smoke, twelve of the Witches disappear. Their leader remains motionless for some while, gazing intently at you from beneath her wide-brimmed hat. Her voice spits: 'Clovis, lay down your cross and join us. Your brother has done so already!' You are shocked, but then catch an evil glint in her eye – she is lying. 'Never!' you yell, slicing your silver blade towards her scrawny frame.

WITCH SKILL 7 STAMINA 8

If you win, turn to **24**.

173

The two of you come out of the wasteland and find yourselves on the cliff-lined shore of the Great Ocean. You head along this and soon arrive at the point nearest the Isle of Orcmoot. Here an immensely long, narrow, rope bridge hangs between the island – misty in the distance – and the cliffs of the coast. Talk with Lothar to decide whether you will cross the bridge together (turn to **29**), or whether you will cross the bridge first, Lothar second (turn to **51**), or whether Lothar will cross the bridge first, you second (turn to **136**).

174

You take a few paces backwards, draw in several deep breaths, thrust your powerful legs forward and leap over the bottomless space. The pit is wide and you only just manage to catch on to the far edge with your fingertips. If you still have your pack and Provisions, they are lost as you scramble up the side. Despite your narrow escape, you feel exuberant at having passed another challenge on your quest – increase your SKILL by 1. Turn to **192**.

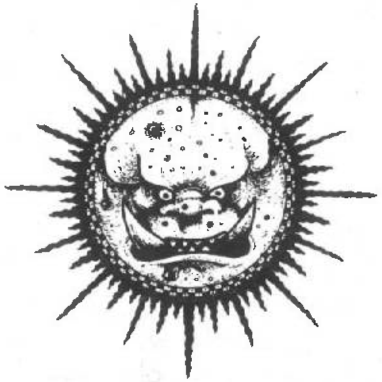
175

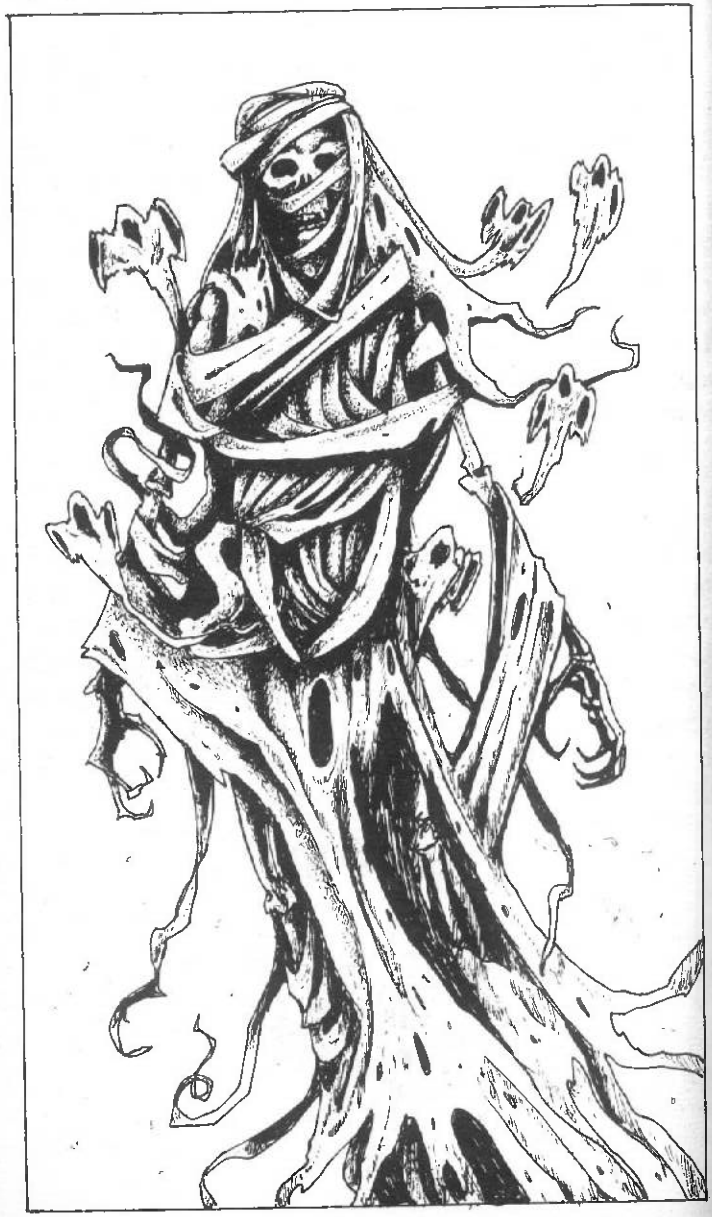
After many long and weary miles you come to a junction with paths leading north and south. Near this point is an old, round well. It may have been used for refreshing passing travellers once, or for providing water for their horses, but those days have passed. What little water has not seeped out through the cracks in the old, brown bricks is now

muddy and choked with thick green slime. You decide to rest for a while. You sit on the edge of the well, and to your surprise glimpse a large number of Gold Pieces lying on the silty bottom, no more than a foot beneath the surface. It occurs to you that this could be a wishing-well. Or is it a trap for unsuspecting adventurers? You may want to ignore your find and leave this spot to follow the north road (turn to **391**) or the south road (turn to **384**); you may try to take the Gold Pieces (turn to **126**); or if you have any Gold Pieces yourself, you may throw one in and make a wish (turn to **312**).

176

Not far ahead you are confronted by a large number of ferocious black bulls. Snorting loudly, one charges, and gores you badly: reduce your STAMINA by 2. You decide to retreat before another attacks, and try your luck at the bridge instead. Turn to **52**.





177

Having defeated the Ogres, you search their bodies and find 5 Gold Pieces. As the damage inflicted by the creatures was largely of a temporary nature, you recover all but 1 of the STAMINA points you lost in the fight. Turn to **13**.

178

Tell Lothar to turn to **178**. You receive a flesh wound from a crossbow bolt: lose 1 point of STAMINA. Turn to **269**.

179

Before you can leave the vicinity of the crossroads, a terrible grey shadow rises out of the road; you see a skull grinning in death, rags clinging to skeletal body. It laughs mercilessly and says: 'I am the Death That Awaits; I bring you your children.' From its fluttering rags come six tiny figures, which are hooded, grey-skinned and inanimate. Three approach Lothar while the rest drift towards you. 'Choose!' says Death. 'Look upon your fates!' Which child will you choose to look upon:

The first?	Turn to **272**
The second?	Turn to **332**
The third?	Turn to **406**

180

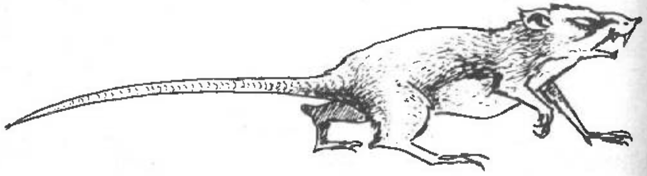
Having decided to make inquiries as to the horse-thief's name and whereabouts, you ask one group of dubious-looking characters who are drinking in a dark corner of the room. They tell you that they have never seen him before. Knowing that they are all lying, you steal a bottle of mead from their table when they are not looking, and then leave the village before they notice. Turn to **367**.

181

You thrust your sword into the Cyclops's hip; he topples to the floor, where you quickly dispatch him. His body shrivels, and transforms into a glowing stone – a Power Stone, which you take. Increase your LUCK and your STAMINA by 1 point each. You pass beneath the forbidding archway and follow a short tunnel, which brings you to two doors. Your destiny is close! You walk forward, holding out a trembling hand to touch the handle of the right-hand door. Turn to **31**.

182

'Wrong,' says the head contemptuously. It starts to scream, warning the camp that intruders are about. You snatch up the bundles and find all your stolen possessions and weapons: return them to your *Adventure Sheet*. Turn to **88**.



183

When you step into the red band, a bright pulse of energy runs through the rainbow and knocks you both back to where you were: lose 1 point of SKILL. Talk with Lothar to decide which colour you will both approach next:

Green	Turn to **162**
Blue	Turn to **145**
Violet	Turn to **124**

184

After some days, near a ridge of low hills, you manage to capture a wild horse. You ride on once more towards the bridge, eagerly hoping that Lothar has not continued alone. Turn to **60**.

185

Change STATUS to 20. Stay on this page until given instructions by the other player as to where you should turn to.

186

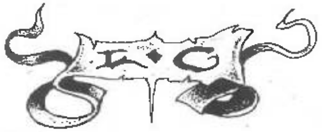
The passage twists into the dank interior of the fortress-bridge. Turning a corner, you come face to face with a couple of Gremlins. The fierce little creatures unsling their short spears and lunge at you with piercing shrieks. Talk with Lothar and fight the battle together, each attacking one of the Gremlins. Refer to his book for the Gremlins' SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **230**; if you win, but Lothar is dead, turn to **497**.

187

It seems as though many unseen hands pick you up and batter you against the wall: reduce your STAMINA by 1. The wind drops just as quickly as it sprang up, and now you are near the second doorway. If you still wish to examine the sarcophagus, turn to **331**. If you wish to go through the doorway, turn to **141**.

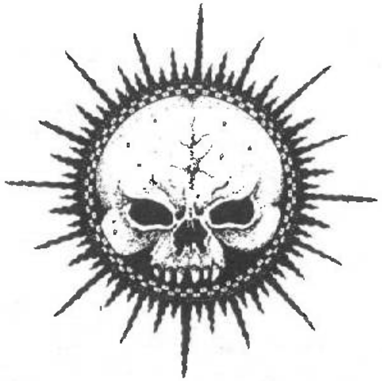
188

You follow a deer-track to the end of the forest. Beyond it is a land of low, rolling hills and shallow dells. Many of the mounds are topped with huge, rectangular boulders, some fallen, some oblique, but most still standing vertically. With the golden sun sinking rapidly towards the horizon on your left, and the temperature beginning to fall, you must decide whether you will seek shelter in one of the woody hollows (turn to **82**), or beside the base of the nearest stone monolith (turn to **273**).



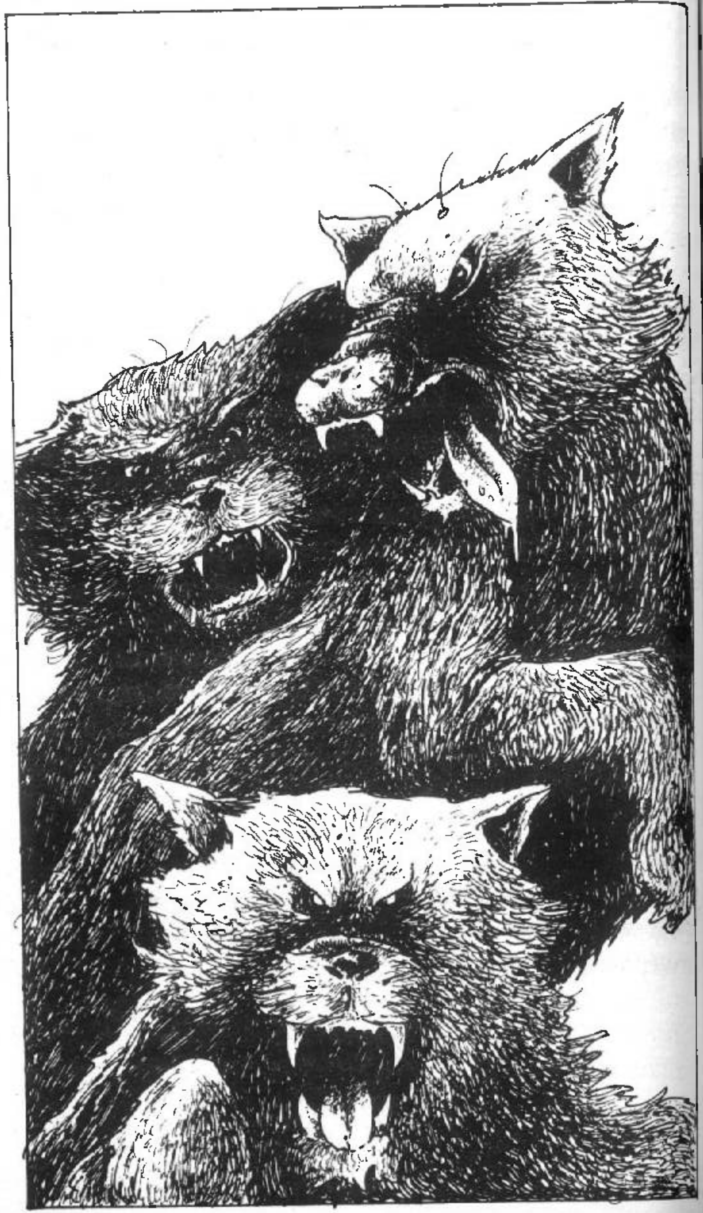
189

With Lothar dead, you leave the inn and proceed through and eventually past, the northern ranges. Turn to **4**.



190

The bridge is over a mile long and, judging by the creaks and shudders that run through it as you progress to the other side, is overtaxed by its own weight. When you reach the island, you see that the bridge terminates in a gate set in a tall tower. The gate is ajar, but in front if it lies the dead body of a monstrous three-headed Hydra. Stepping warily past this scene of carnage, you approach the doorway. Turn to **155**.



191

Three Grey Wolves pounce upon you.

	SKILL	STAMINA
First WOLF	8	8
Second WOLF	9	6
Third WOLF	7	6

If you defeat them, turn to **207**.

192

The passage eventually ends at a very narrow archway. Its old brown bricks are damp and mottled with dark green mosses. You squeeze through into a small square room with a high ceiling. It smells putrid! Long, straggling mosses and rotting moulds grow in abundance. There are four rusted iron grates in the room, one in each wall. Will you examine the grate in the north wall (turn to **300**), the south wall (turn to **443**), the east wall (turn to **491**) or the west wall (turn to **310**)?

193

The wall shudders and suddenly collapses inwards, revealing a dimly lit cell. The bodies and bones of hideous beasts lie scattered about the floor, but near the entrance is a human skeleton, with its long, white fingers clutching a small silver axe. Add this to your *Adventure Sheet*. Since the room contains nothing else of interest, you retreat back down the stairs to the oak door. Turn to **252**.

194

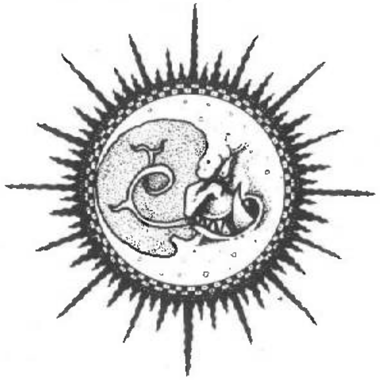
Once your ears have stopped ringing, you can hear the Gnome laughing further down the passage. You rush furiously onwards, and find him standing in his mud-walled lair twirling a finger and preparing to cast another fireball spell. *Test your Luck*. If you are Lucky, turn to **103**. If you are Unlucky, turn to **209**.

195

Your heart is pounding furiously as you pass beneath the dark archway and enter the main courtyard. It must have been a magnificent sight in its heyday. Marble statues, now blackened by fire and worn by the seasons, stand in the cloisters on either side, and in front of you is a deep pool with water still seeping into it from an underground spring. At the far end of the courtyard is a magnificent chapel, which was once the centre of worship of the Old Kingdom. Wondering whether the pool will contain the Holy Water you seek, you shuffle up to it and take a flask from your pouch, then hesitate momentarily. Should you dip the flask into the pool (turn to **320**), or will you have a look in the chapel first (turn to **72**)?

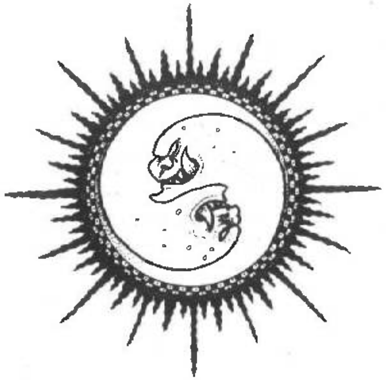
196

Tell Lothar to turn to **170**. The door leads the two of you into a short corridor. At one end is another door, slightly ajar, from which sounds of activity can be heard; beside you, leading up, is a set of stairs. Talk with Lothar to decide whether the two of you will go up the stairs (turn to **12**) or through the door (turn to **481**).



197

Shortly before noon the following day you enter a clearing filled with whistling birds and humming bees. The air is heavy with the sweet scent of wild berries and large, juicy mushrooms. You decide to eat something here before continuing. Will you eat some berries (turn to **127**) or some mushrooms (turn to **293**)?



198

The spell causes total chaos. The ground bursts open and thrusts the entire Scuttlie warren into the open air. The panic-stricken creatures flee the scene of devastation, as you pick over the newly turned turf, recovering all your stolen possessions. Talk with Lothar to decide whether you will continue travelling together (turn to **107**) or split up (turn to **446**).

199

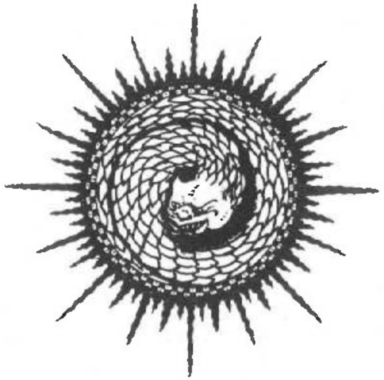
Change STATUS to 3. Stay on this page until ACTION changes. If ACTION changes to 1 or 22, turn to **242**; if ACTION changes to 23, turn to **287**.

200

Stay on this page until given instructions by the other player as to where you should turn to.

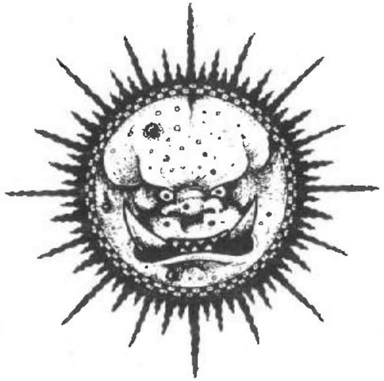
201

The path is very steep and difficult to descend. You break a branch from a nearby tree to act as a staff. But you hear someone crying from behind the trunk, and are amazed to discover a strange horse standing there, chained to a long metal stake. It has two white wings upon its back; it is a Pegasus. The creature is in a terrible condition. Its skin is pale and stretched tight over bony ribs, and its hindquarters have been lashed raw. Long tears roll from its sunken red eyes as it looks up at you and speaks: 'Oh, please, sir! Help me if you will. My master, the Giant, is so cruel. He will come back soon to beat me.' The animal tells you that his master, who has the key to unlock the chains, lives in a stone cave near by. You are infuriated that such a beautiful beast could be treated so horribly. Will you wait for the Giant to return (turn to **90**), or seek him in his lair (turn to **308**)?



202

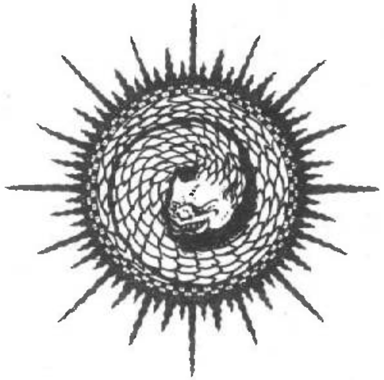
You stand up, utterly exhausted and drenched in sweat. Your brother is standing in a corner smiling. Not far away you discover a number of silken cocoons hidden in a niche in the wall. Talk with Lothar to decide whether you will both slash open one of the cocoons (turn to **38**), or unravel some silk to keep for later use (turn to **106**).



203

You sit up and swivel off the altar only moments before the beast descends upon it. As your strength dwindles, you realize that your position is hopeless. The beast is preparing for its final leap, when suddenly a great bolt of light fills the cavern, and a tall

thin man with thigh-length boots materializes. Brandishing a white rod in one hand and a white sword in the other, he rushes towards the beast, which promptly vanishes in a puff of black smoke and soot. The man strides towards you, snapping his fingers and declaring in a sharp nasal tone: 'The fiend: I'll have it one of these days. Ah, allow me to introduce myself – I am called Dragesima, witch-hunter and part-time demon-slayer. You, I do not know.' When you have told him your name and your adventure with the Witches, he curtly snaps, 'And how did they know your name – your brother perhaps? You say that the Witch mentioned him as being one of their kind now. Well, he may be, and if he is, I will slay him.' Again, there is a blinding flash of light, in which Dragesima departs. With a shrug of your shoulders, you leave the chapel – now that the evil has departed the doors are unlocked. Turn to **430**.



204

When you step into the rainbow, the outside world vanishes, to be replaced by four scintillating bands of colour which pulse and weave, forming a tube which extends into the sky. Talk with Lothar to decide which colour you will both approach:

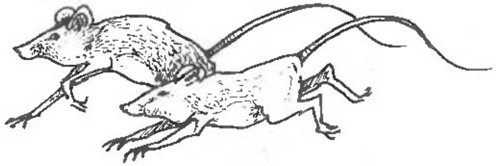
Red	Turn to **183**
Green	Turn to **162**
Blue	Turn to **145**
Violet	Turn to **124**

205

You grab hold of one corner of a dirty table-cloth and pull yourself up. Unfortunately, you have disturbed a large wine-keg, which tumbles from the table and crushes you to death. Turn to **39**.

206

With inhuman strength, the Vampire pulls you towards its drooling fangs. 'Clovis, you have lost,' it hisses softly. 'I will give you another existence.' The fiend bites deeply into your uncovered neck; a roaring black emptiness overtakes you. Turn to **39**.



207

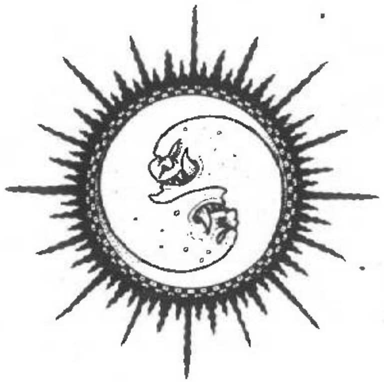
You now continue walking through the valley, resting for only a few hours before daybreak. Ahead of you is a river, still partly shrouded in the morning mist. You may wish to cross the river (turn to **157**), or you might want to follow its course (turn to **233**).

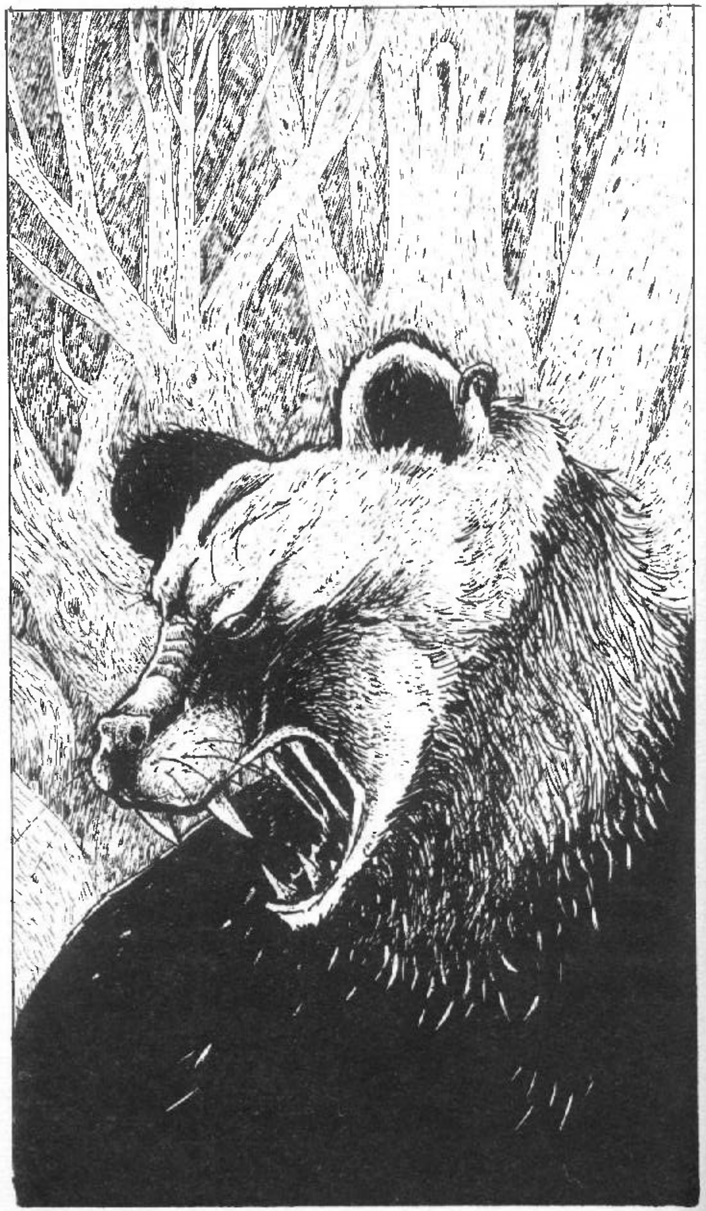
208

You wedge the bar between the walls and run for your life. There is a deafening crunch of stone and screech of grinding metal behind you. But the boulder stops. The stone is granite, perfectly round and without blemish; the bar is twisted almost beyond recognition, and quite useless. You climb over the great stone and continue up the tunnel. Turn to **382**.

209

Another blue ball rushes towards you, and blasts you backwards: reduce your STAMINA by 3. Turn to **103**.





210

Luckily, you are still invisible, so the Bear has difficulty in attacking.

BLACK BEAR	SKILL 8	STAMINA 10

If you win, turn to **437**.

211

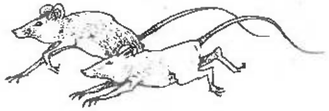
You scream as loudly as possible. *Test your Luck*. If you are Lucky, turn to **264**. If you are Unlucky, turn to **361**.

212

You make your way to the toll bridge on the Scamder, and wait only a short while before Lothar turns up. When the two of you approach the bridge, a sizeable green Troll climbs out of a hovel, which is situated under one of the arches, and demands that you *each* pay him the toll of 2 Gold Pieces. Talk with Lothar to decide whether you will both pay the toll, if you can (turn to **371**), or fight the Troll (turn to **345**).

213

Having defeated the Todds, you retire from the room, back into the corridor and up the stairs. Turn to **12**.



214

The path leaves the forest, cuts across a barren plain and eventually turns into a road. After a day's travel, you come to a crossroads with a large gallows set up beside it. Two men, rocking gently in the wind, hang from ropes, while near by two fresh graves, hurriedly covered with rough timber, lie beneath the bleak grey sky. Talk with Lothar to decide whether the two of you will inspect the gallows (turn to **236**) or the graves (turn to **357**).

215

If you have the snow-shoes, increase your SKILL by 2 during the ensuing combat.

ICEWORM SKILL 11 STAMINA 10

If you win, turn to **49**.

216

Test your Luck. If you are Lucky, turn to **262**. If you are Unlucky, turn to **62**.

217

Change STATUS to 9. Stay on this page until ACTION changes to one of the following values:

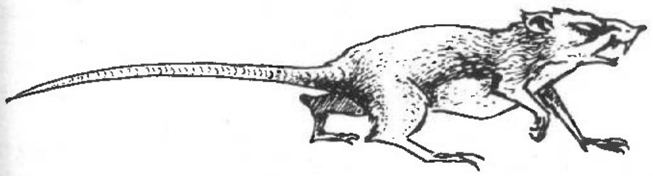
If ACTION changes to 1	Turn to **96**
If ACTION changes to 28	Turn to **142**
If ACTION changes to 29	Turn to **493**
If ACTION changes to 30	Turn to **289**

218

To your astonishment, you gaze upon a sizeable cavern, within which is an incredible hoard: gold coins, gems, crowns and pearl necklaces are not scattered, but piled up on the floor. Ornately carved idols and fine platinum vases are crammed into the wall's many niches. And in the centre of the hall, on a huge, golden tomb, rests a long, glowing sword – the Sword of Frost! You are in two minds: will you take the sword (turn to **267**), or would you prefer to fill your pockets with Gold first (turn to **370**)?

219

Tell Lothar to turn to **219**. With a sharp crack, the bar breaks out of its stays – creating a gap large enough for the two of you to pass through. However, the strain of breaking free has taxed you greatly, and you lie for a while panting and in pain on the ground: lose 2 STAMINA points. Lothar helps you to your feet, and the two of you step through the gap in the bars and stagger out into the compound. One bright light burns some distance to the left. Talk with Lothar to decide whether you will both approach the light (turn to **354**), or move in the opposite direction (turn to **428**).



220

A look of terror passes over your face as you draw back the curtain. A man wearing a light robe is whirling around the room, holding a golden cross aloft. Surrounding him are three hideous Shadow Wraiths, laughing and cursing him in their ancient dialect. Despite your fear, you leap into the room and attack the beasts.

	SKILL	STAMINA
First WRAITH	9	4
Second WRAITH	8	4
Third WRAITH	8	4

If you win, turn to **318**.

221

The Roc, evidently short on crew and ammunition, sends only a few desultory crossbow bolts down at you before heeling about and setting off towards the horizon. You inspect the bodies of the two warriors; one is wearing a black cloak and the other a silver skullcap. Talk with Lothar to decide how you will divide these items between you. Then you continue across the desert. Turn to **173**.

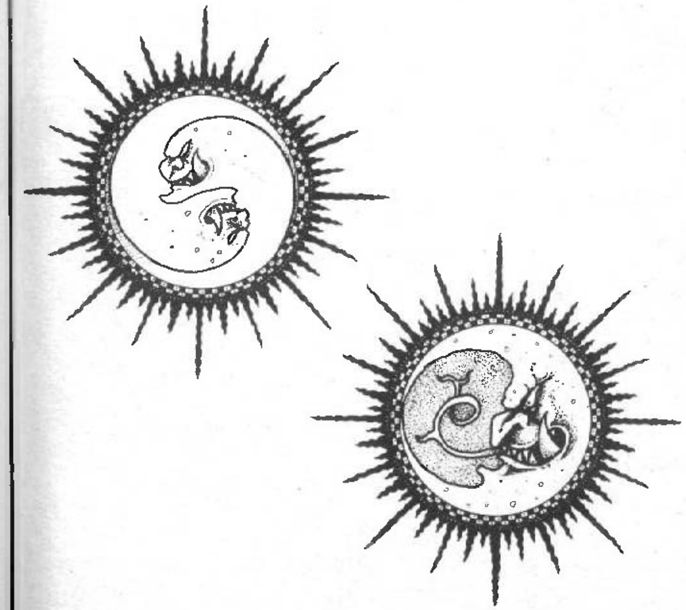
222

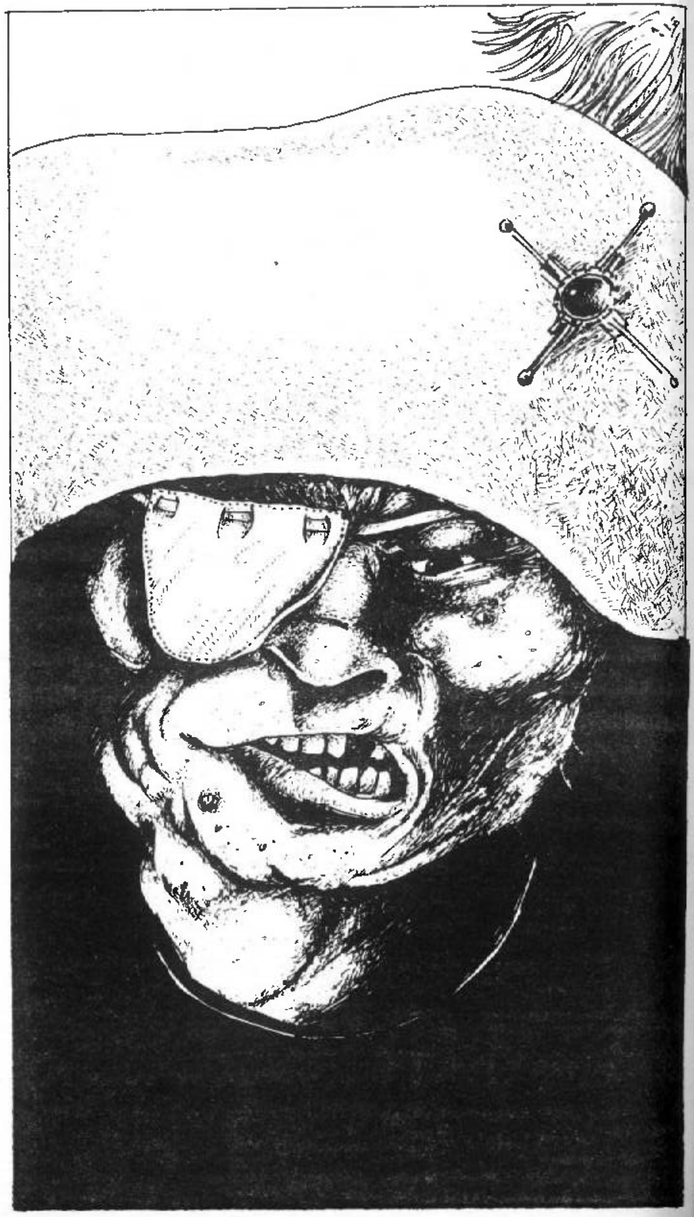
Test your Luck. If you are Lucky, turn to **280**. If you are Unlucky, turn to **45**.

223

After several unnerving hours, the noisy crowing of a chirpy cockerel and the thin line of white light

around the doorway signify the beginning of a new day; so you remove the obstacle placed across the entrance, and swing the double doors open. The Zombies have long before retreated to the safety of their dark graves, and the sun's warming rays may now penetrate even the darkest corners of the mausoleum. As soon as the light touches the Vampire's body, the creature begins to burn and quickly deteriorates to become merely a scattering of dust upon the harsh stone floor. Increase your LUCK by 1. With a joyous heart, you now leave the mausoleum and, journeying once more upon the leaf-strewn track, soon pass a row of lean, grey trees which mark the boundary of the graveyard. Turn to **61**.





224

A short way down the track, you come across a rough-looking man seated at a small folding table; a black patch covers one of his eyes and several heavily armed thugs flank him. A couple of peasants have just poured a small amount of silver on the table and now this fellow is greedily dividing it up, saying, 'One for you, nineteen for me.' When you approach, the man pushes the peasants to one side and says to you: 'I am the Imperial Tax Collector. You must pay a transit tax of 5 Gold Pieces each for the use of this road.' Have you enough Gold to pay this tax? If so, turn to **458**; if not, turn to **304**.

225

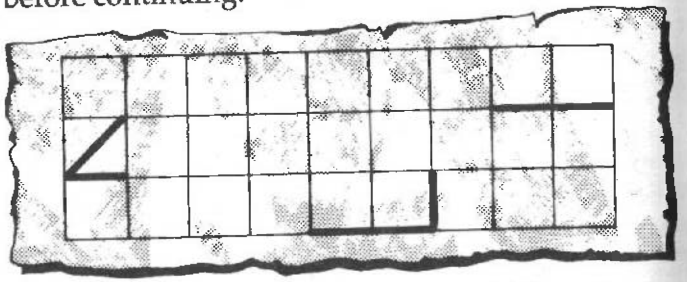
The guards are dead, but even more Scuttlies can be heard approaching from the front. You retreat back to the last junction and take the other passage. Turn to **343**.

226

Surrounded by the glow of the lantern's flame, you begin to descend. You are unwelcome. Large black bats, frightened by your presence, appear from out of the depths and whirl about your ears before departing. Huge, hairy spiders and poisonous lizards, unaccustomed to light, scurry into dark cracks, and even weirder creatures sit on ledges with mouths gaping, hissing at you as you pass. Ignoring them all and clinging tightly to the notches, you continue downwards. The entrance to the well is no more than a dim prick of light far above when you reach a wide ledge twenty feet above the fast-flowing river. Noticing a dark beast crouching in the shadow of a crack near by, you must decide whether you will fight (turn to **411**), or follow the notches over the ledge and down to the stream (turn to **165**).

227

'Halt!' he commands, and you immediately obey. 'Good, I like your spirit, Clovis. Perhaps you will be king after all.' He sinks into his chair and flicks his long tongue at a buzzing fly, before continuing: 'I will help you, Clovis. Take this!' He manipulates the chair's arm and a hidden drawer springs open. He pulls out a tattered, brown parchment and hands it to you. 'This may be of some use,' he announces, 'if you get close to the Gem of Gundobad.' Carefully redraw these runes on your own piece of paper before continuing:



The stranger also directs you towards the volcano. You follow his directions and enter a vent at the mountain's base late in the afternoon. Turn to **111**.

228

You lunge at the monster, ready to spill its blood.

TROLL SKILL 9 STAMINA 10

If you defeat it, turn to **459**.

229

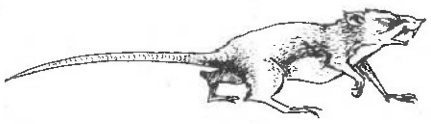
Test your Luck. If you are Lucky, turn to **342**. If you are Unlucky, turn to **237**.

230

The two Gremlins are slain, but the sounds of battle seem to have attracted some unwanted attention: further down the corridor you hear the patter of approaching feet and the clinking of armour – perhaps more Gremlins. There are several barrels beside a gently sloping ramp: you could hide in the barrels until everything settles down, or you could beat a hasty retreat. Talk with Lothar to decide whether you will both hide in the barrels (turn to **350**), or retreat back to the entrance hall and then up the stairs (turn to **306**).

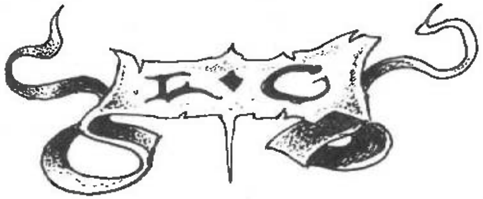
231

Your heart skips a beat when your foot slips and you tumble backwards. *Test your Luck*. If you are Lucky, turn to **64**. If you are Unlucky, turn to **328**.



232

The nearer you get to the sapling, the taller and stronger it grows. The young plant gradually becomes a wizened old birch, with a wide, silver bole and tremendous grasping roots. One hundred feet above, a Wood Elf prances merrily on a wooden platform, surrounded by orange lantern lights. He peers over the edge, and calls in a well-spoken voice, 'Pardon me, old chap, but you appear to be quite weary. Please do come up and have some supper with me.' After casting down a rope ladder, he continues dancing. You are a little suspicious. Will you climb the tree via the ladder (turn to **302**) or the tree's trunk (turn to **436**), or even ignore the polite, though unexpected, invitation and walk away from the hill (turn to **188**)?



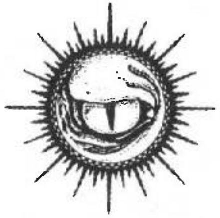
233

At midday you are following the river through a grassy clearing. The ground is very soft and as you plod on you sink to your ankles in sticky, grey mud. Swarms of hornets and countless oversized flies continually pester you – and distract you from a

deadlier enemy. Two Giant Forest Leeches have slithered close enough to attach themselves tightly to your legs. They bore into your flesh and begin to suck the blood from your veins. Reduce your STAMINA by 1 point, then do something about the repulsive creatures.

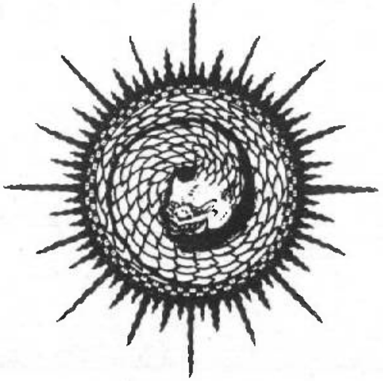
	SKILL	STAMINA
First LEECH	7	6
Second LEECH	7	4

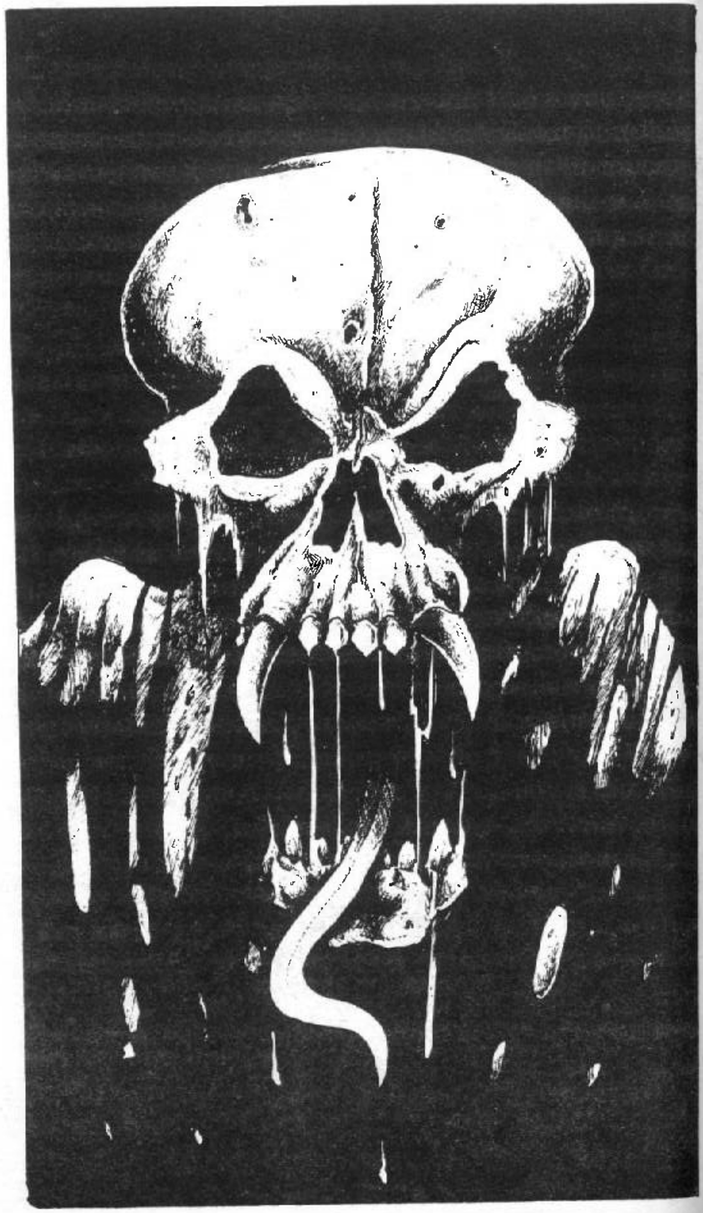
If you defeat them, turn to **87**.



234

You turn to run, but slip in a puddle of melted ice and slide headfirst over the edge of a deep chasm. Turn to **39**.





235

You lift the turquoise cloth and reveal a horrid little grey creature with a skeletal body and withered, fleshless face. Its tongue flickering with delight, it clambers from its box and attacks.

GHOUL	SKILL 8	STAMINA 6

If you win, you may peer beneath any cloth which you have not previously removed:

Scarlet	Turn to **134**
White	Turn to **254**
Emerald-green	Turn to **297**

236

The bodies are those of wicked murderers; the brands burnt into their foreheads state their crimes. The gallows offer nothing of interest, so talk with Lothar to decide on your next course of action. If you haven't already, the two of you may inspect the graves (turn to **357**), or you can journey onwards (turn to **179**).

237

The branch is just beyond your reach: you must fight. Turn to **34**.

238

After walking beside the hedge for some hours, you find a low brick tunnel through to the other side. In a clearing just beyond, three woodmen are crouched around a blazing camp-fire, roasting a succulent pheasant. One of them stands and calls to you, 'Come and join us, friend. There's plenty here for all of us.' They do not seem to have any weapons, but you are still quite wary. Do you wish to join them (turn to **279**), or threaten them with your sword (turn to **456**)?

239

Test your Luck. If you are Lucky, turn to **405**. If you are Unlucky, turn to **67**.

240

You step into the little fellows' line of sight, holding the bottle of wine forward to offer them some drink. The Leprechauns are not at all surprised at this intrusion; they gladly take the wine and begin drinking from the bottle with audible gulps. Shortly, they become drunk and insist that the two of you should look in their rainbow to see what you can find. Turn to **204**.

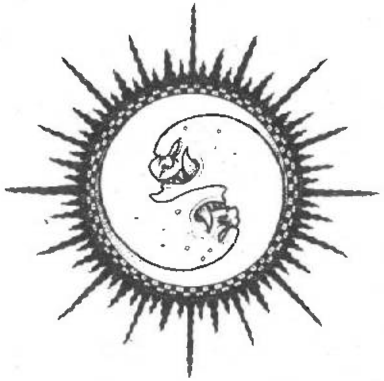
241

The Roc is steered north with the two of you on its back. However, after only a few hours, one of the look-outs spots another Roc closing at high speed, flying the red flag of your captain's arch-enemy. Roll one die. If the result is:

1	Turn to **317**
2	Turn to **178**
3, 4 or 5	Turn to **269**
6	Turn to **84**

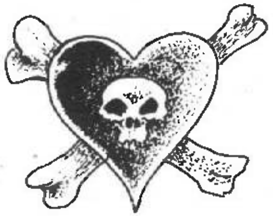
242

'No,' says Lothar, 'I do not wish to ride with you, brother, but I'll meet you in a few days at the Scamder.' Turn to **325**.



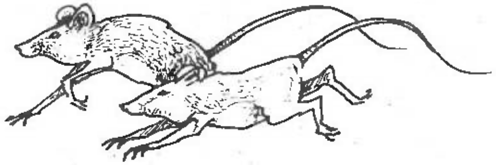
243

'For what reason do you persecute this fair lady?' you ask. A tall man snaps back, 'None of your business, stranger. Join in the fun or clear off!' With that, he grabs a large, rotten tomato and hurls it at the woman's face: the crowd yells their approval. Will you try to rescue her (turn to **133**), take the man's advice and join the crowd (turn to **400**), or ignore them all and seek the comforts of the village inn instead (turn to **441**)?



244

'Wrong,' says the head contemptuously. It starts to scream, warning the camp that intruders are about. You snatch up the bundles and find all your stolen weapons and possessions: return them to your *Adventure Sheet*. Turn to **88**.

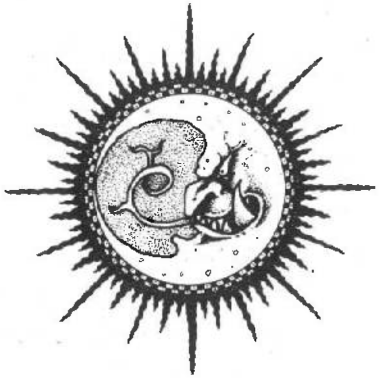


245

The lightning-fast reactions of the Rockfish give you little chance. Its deadly needle-like spikes spring from its back and shoot into your foot, releasing a dreadful paralysing poison. Screaming with pain as the poison spreads through your leg, you hobble to the opposite bank before blacking out. Reduce your STAMINA by 4. If you are still alive, you must endure a long, dark dream before being aroused, several days later, by drops of rain pattering on your face. Hungry and shivering with cold, you leave the stream and limp wearily along the track. Turn to **197**.

246

If you have killed the Hydra, turn to **416**; otherwise, turn to **115**.



247

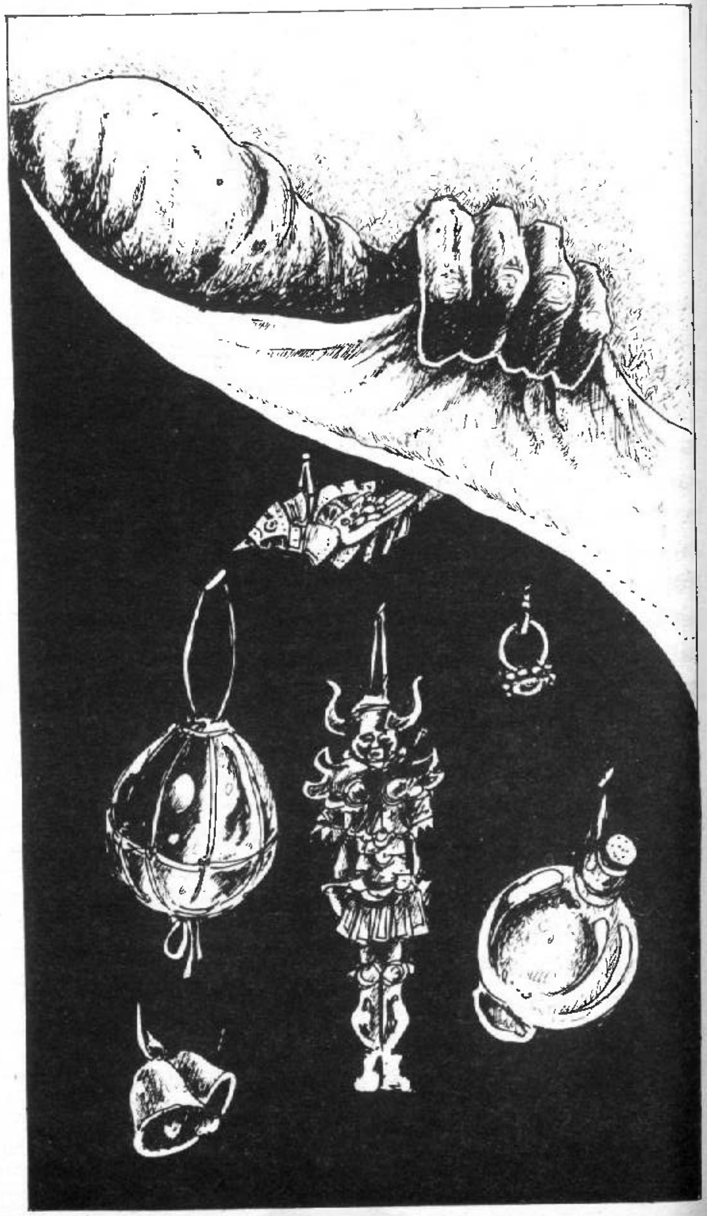
The one-toothed woman, satisfied with your answer, bestows her blessing upon you: add 1 point to your SKILL. The other crones, however, are less pleased with your choice: they leap from their boulders and one scratches you, while the other casts a fearful radiance upon Lothar from her one eye. Reduce your LUCK by 1. Turn to **389**.

248

The latch explodes as you work it, and injures your hand: lose 1 point of SKILL. Inside the chest are a bottle of wine and 8 Gold Pieces. Talk with Lothar to decide how these items will be divided between you. Then you leave the Troll's house and cross the bridge. Turn to **418**.

249

Without warning, a caravan guard pops up from behind a nearby bush and whirls heavily weighted bolas at the two of you, which entangle your arms and legs and send you to the ground. Lothar is knocked out on a rock. The bearded man you saw earlier reappears and he and the Lizardmen take both of you into the desert, where you are staked out by your wrists and ankles, spreadeagled under the sun. Just within reach of one of your hands, the bearded man places a large jug of water, and in the sand by your other hand he places a dagger. Lothar is still unconscious. 'Now, stealers of slaves,' says the man, 'you will know pain. The water is close; you can touch the jug, but you cannot pick it up to drink. The knife is closer, but you cannot cut your bonds. And' – he directs his gaze across the desert – 'the Sand Piranha will come, to reduce you to bones.' He walks away and disappears from sight. You can just see a horde of small reptilian creatures, with big white teeth, leaping from the sand like fish at sea, and making their way towards you. Will you try to knock the jug over so that the water will splash Lothar in the face (turn to **58**), grab the knife to cut yourself free (turn to **129**), or scream for help (turn to **211**)?



250

He cackles when you agree and, drawing his cloak to one side, reveals a number of small items hanging from loops. 'Each costs 2 Gold Pieces,' he says, casually fingering the goods. Talk with Lothar to decide which items you will each buy from the list below (note that only one of each is for sale, so it is impossible for both of you to buy the same item):

Jade Statuette
Crystal Ball
Ring
Mechanical Bird
Copper Bell
Corked Flask

When you have *both* finished with your purchases, turn to **323**.

251

A quiet gurgle emanates from the hole – you have disturbed something! Two tentacle-like arms dart forward and wrap themselves murderously around your neck. Turn to **479**.

252

A hefty thrust with your shoulder opens the door. You draw your sword and step cautiously inside – and are surprised to find yourself standing on a marble balcony near the top of the tower. It overlooks a beautiful terraced garden, within which is a sparkling pool of what is obviously Holy Water. Ahead of you are broad steps leading down, but before you reach them, you are attacked by two Werewolves, which were hidden behind the door when you entered. If you have the silver axe, add 2 to your SKILL during the following combat.

	SKILL	STAMINA
First WEREWOLF	10	6
Second WEREWOLF	9	6

If you defeat them, turn to **426**.

253

The Witch disappears in a puff of smoke, but she has left a broomstick behind, which you may add to your *Adventure Sheet*. Turn to **367**.

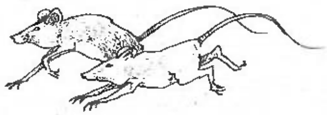
254

You lift the white cloth and reveal a horrid little grey monster with a skeletal body and a withered, fleshless face. With its tongue flickering violently, it leaps from its box and attacks with fiendish fervour.

GHOUL	SKILL 8	STAMINA 6

If you win, you may peer beneath any cloth which you have not previously removed:

Turquoise	Turn to **235**
Scarlet	Turn to **134**
Emerald-green	Turn to **297**

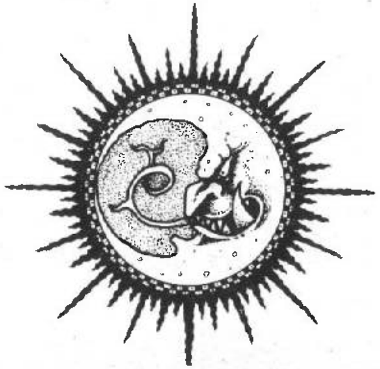


255

When you open the box, half a dozen little serpents lunge out and bite you on the arms: roll one die and deduct the result from your STAMINA. You shake them off and slam the box shut. Turn to **373**.

256

After several more days of trudging through the wilderness, you are delighted to find a mountain cave; you enter just as large drops of rain begin to fall from the blackening sky. Inside, the cavern is vast and ancient, and is chiefly occupied by the still, glazed waters of a wide pool. Great stone monoliths and broken stalagmites, some of which have been carved into the shapes of grotesque beings, stand in the pool. Many twisted stalactites jut from the ceiling high above, like the gnarled fingers of a mad god. You stand for a while in amazement, then you look for an exit. There appear to be two passages on the far side, but to reach them you must either claw your way around a high, curving ledge (turn to **97**), or cross the pool by jumping over a pathway of stones (turn to **392**).



257

You manage to wrench yourself free only moments before another five arms appear from the water. It is clear that investigating the chapel would have been a better idea. Turn to **72**.

258

The passage is neither straight nor flat, but twists and turns, rises and falls. Drops of water seep from cracks in the rough stone walls and accumulate in little pools. After what seems an eternity in the dark tunnel, you reach a little squared cavern. Despite the gloom, you can make out a Snake, stretched out against the opposite wall. In the left and right walls are exits. You could run through the left (turn to **329**) or the right exit (turn to **476**), or you may wish to confront the Snake (turn to **398**).

259

The creature swoops low overhead, but you just avoid its powerful talons by diving behind the nearest tree. You lie there for several hours before deciding it is safe enough to venture on. Turn to **256**.

260

On approaching, you discover that it is a gigantic ant-nest, perhaps forty feet high. This tower is built out of rich, brown clay; it only appears black at a distance due to the many thousands of tiny ants which are constantly swarming over and around it. At its base is a hole large enough to crawl through. Will you wriggle through the hole (turn to **314**), or will you try to knock the nest over with your sword (turn to **410**)?

261

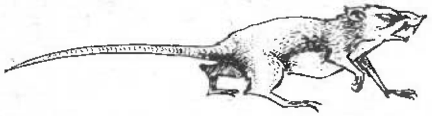
Having defeated the Todds, you retire to the corridor, climb the stairs and arrive at the inn's barn. From here you proceed up into the mountains, following a track which leads you on and through the northern ranges. Turn to **4**.

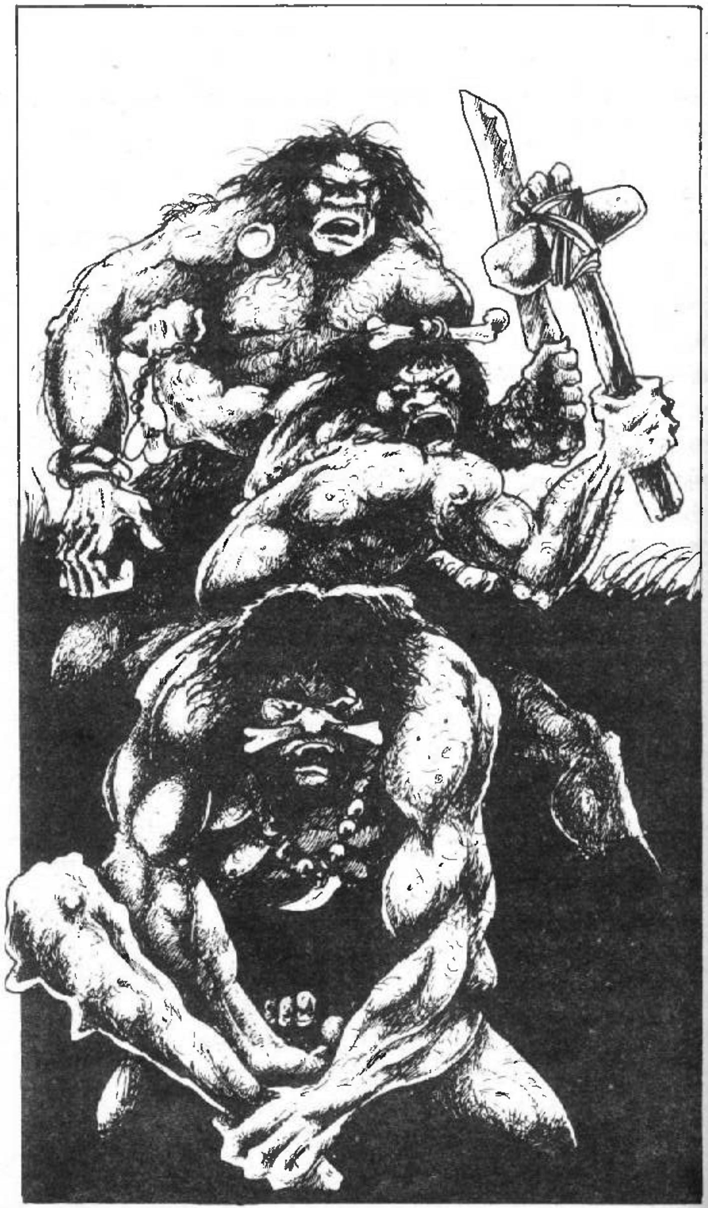
262

You win 3 Gold Pieces in a night of ruthless card-playing, and leave the inn and the village the following morning. Turn to **367**.

263

You pull the golden cross from beneath your jerkin, and the fell beast draws back in fear and releases your wrist. Then you get the holy book from your pocket and begin to read. Immediately, the unearthly creature lurches forward slowly, as if carrying a heavy burden, and then sinks to its knees, and finally collapses unconscious to the floor, arms outstretched. Turn to **223**.





264

Tell Lothar to turn to **58**. You scream hysterically, waking Lothar with all your noise. He groans and asks, rather predictably, 'What's happening?' Quickly, you explain the situation to him. Stay on this page until given instructions by Lothar as to where you should turn to.

265

You materialize in the desert, finding yourself surrounded by shrubs and red dunes. A few feet away is Lothar, who is rather startled at your unexpected appearance. Without explaining (especially since you do not know how to), you say: 'Come on, let's go.' Together again, you continue on your way. Turn to **173**.

266

As soon as you enter, you are confronted by three powerful Cavemen brandishing large stone clubs, axes and knives.

	SKILL	STAMINA
First CAVEMAN	9	6
Second CAVEMAN	8	6
Third CAVEMAN	8	4

If you have the good fortune to defeat all three, turn to **65**.

* * *

267

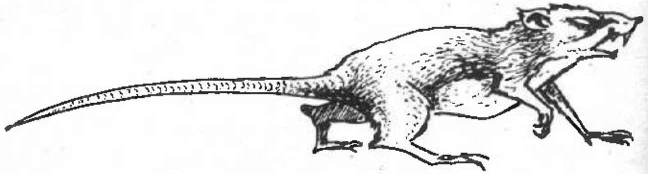
You rush across the floor in your eagerness to reach the sword, but trip and fall upon the tomb instead. In response, the huge rock above your head judders and rolls slowly across the entrance. You are trapped – for ever! Turn to **39**.

268

You dive from the bushes, and both try to grab the same Leprechaun; but both of them vanish into thin air. As you stagger to your feet, you hear soft laughter retreating up the fading rainbow. You soon discover that you have lost all your Gold Pieces: cross them from your *Adventure Sheet*. You both return to the path. Turn to **353**.

269

Tell Lothar to turn to **269**. The other Roc flies above you and sends a boarding-party down on ropes. Two armoured Air Brigands attack you and Lothar. Talk with Lothar and fight the battle together, each attacking one of the Brigands. Refer to the other player's book for the Brigands' SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **303**; if you win, but Lothar is dead, turn to **17**.



270

You cannot believe your eyes – your brother has vanished! You unsheathe your sword and slash at the Moth by yourself.

MOTH SKILL 7 STAMINA 10

If you defeat the creature, turn to **202**. If you lose, tell the other player that you have been killed.

271

You will have to fight the fiend.

DEMON SKILL 10 STAMINA 10

If you win, you leave the chapel and continue your journey. Turn to **430**.

272

You look boldly upon the grey face. Strangely, a smell of freshly baked bread fills your nostrils, and you see a vision of yourself rushing towards an old woman. Suddenly, a silver blur flashes before you, your head aches and the vision ends. The child retreats. Turn to **496**.

273

Darkness is reigning by the time you reach the great boulder. You waste no time in examining the best positions for protection against the chill night wind. At one point, close to the base on the eastern side, is a small burrow, from which emanates a faint green light. Since you sense some danger, you may wish to ignore the burrow and shelter on the opposite side of the rock (turn to **424**), or you may wish to peer into the hole (turn to **218**).

274

You break a branch from a nearby tree, light one end with a tinder-box, and stand with your back against the trunk, sword in one hand, and blazing brand in the other. Soon three enormous Grey Wolves appear. The one on the left falters at the sight of your brand, but the two largest animals remain unchecked and, once within range, leap high into the air and descend upon you.

	SKILL	STAMINA
First WOLF	9	8
Second WOLF	8	6

If you win, turn to **207**.

275

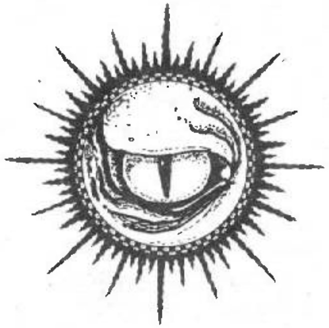
'Wait!' you scream and, hoping that the birch seedling may appease the Druid, you offer it to him. 'Very well, I will accept this token instead,' he says after some delay, 'but you must leave my lands now, before I change my mind.' You quickly depart and, following an old goat-track, leave the Druid far behind. Turn to **78**.

276

Near by stands an ancient, white-walled mausoleum. Many of its bricks are overgrown with shabby plants, and it is surrounded with prickly bushes, yellowed with age. Suddenly noticing a dark shadow looming up behind, you skip around, drawing your sword once more from its sheath. A chill runs down your spine, for before you, with upturned eyes and pale faces, stand three mouldy corpses. Even more follow close behind. They raise their groping arms towards you. You have only a second to decide whether you will fight them (turn to **169**), run towards the mausoleum (turn to **119**), or flee along the track (turn to **358**).

277

Exhausted after the Bat's ferocious onslaught, you lean against the wall to rest. When you have recovered, you enter the crack in the cave wall. Luckily, it soon widens and you find yourself walking along a passage. When your eyes get used to the darkness, you notice that you are approaching an opening to the right – the entrance to a rough stairway. Do you wish to follow the stairway down (turn to **307**), or will you continue along the passage (turn to **435**)?



278

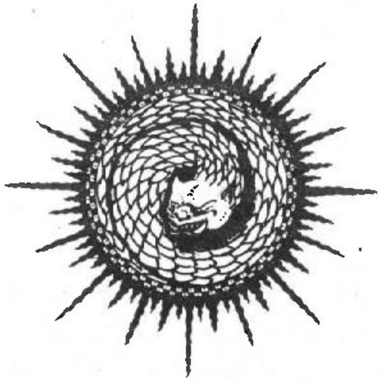
You manage to wade only a short distance from the shore before the strong current, tugging your clothing, threatens to sweep you away. Your heart sinks. Having no other choice, you return to the bank to face the Wolves. Turn to **191**.

279

You sit down and have a good meal with them and some wine. However, after a short while the wine clouds your head, and soon you are almost unconscious. In a bleary haze you watch them take any Gold Pieces and Provisions which you may still possess: remove them from your *Adventure Sheet*. After this, they wander back into the forest. Turn to **326**.

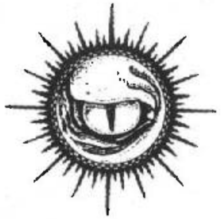
280

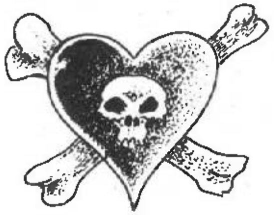
You rush back up the stairs, and only rest when you reach the top. You return to the large cavern, to follow the other passage. Turn to **258**.



281

It is too dangerous to try to pass at present, so you sit nervously and watch the Witch, who summons a Demon out of the boiling cauldron. It is difficult to hear what they are saying, but you do hear the Witch mention your brother's name. After a little while they leave the clearing together, although the pot is quite cold before you summon up enough courage to continue. Turn to **367**.





282

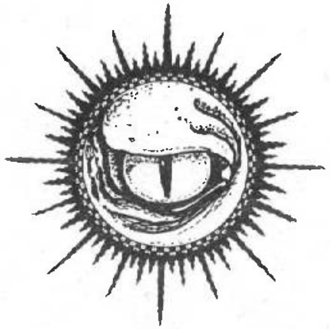
In the early afternoon you reach the boundary of a leafy forest. There is a trail through the forest, which you follow until you reach a brook, which crosses your path. Even in the bright sunshine, a cold mist may be seen rising from the water in the still air. A path consisting of six moss-covered stones has been laid across the stream, but the stones are uneven and slippery. You must decide whether you will step over the stones (turn to **338**), or wade knee-deep through the clear waters (turn to **239**).

283

You squeeze through the tunnel and come to another junction. This time, though both passages are the same size, sounds of clinking weapons and pattering feet can be heard approaching up the left-hand way. Talk with Lothar to decide if you will both head down the left tunnel (turn to **438**) or the right tunnel (turn to **343**).

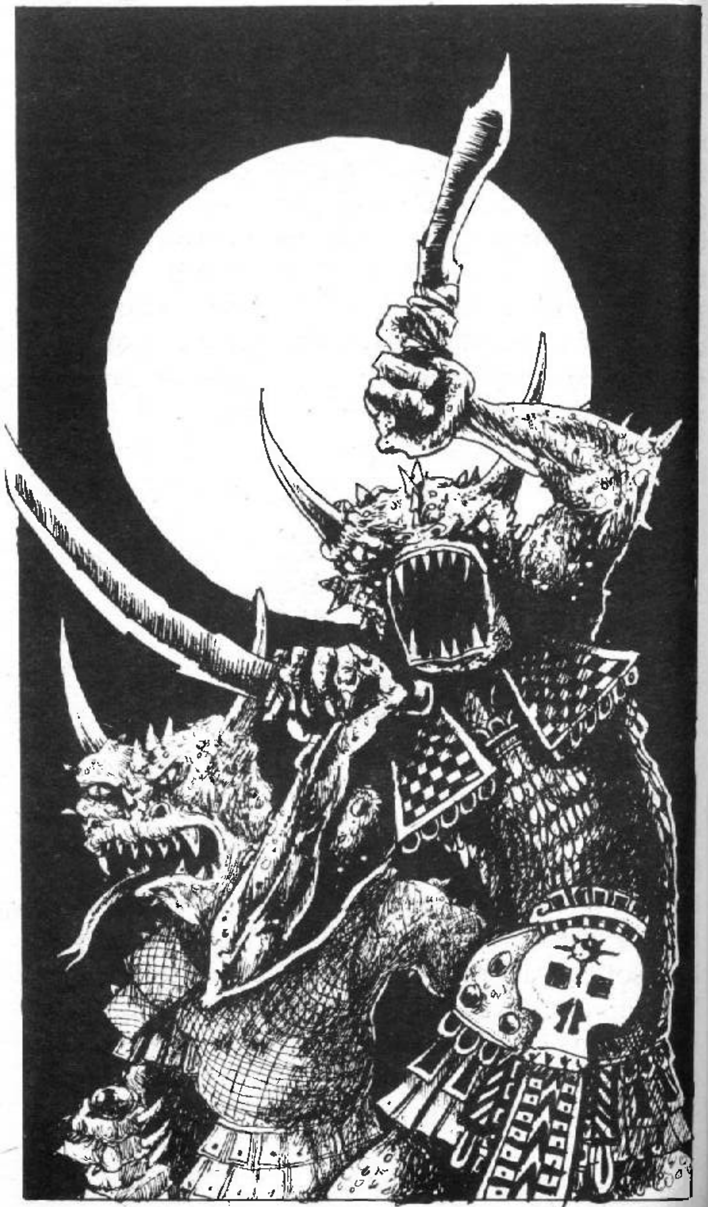
284

The well appears to be a natural hollow eroded out of the rock over millions of years. However, it has been modified: notches have been roughly hewn down the inside, and disappear into the murky blackness. Somewhere far below you can hear the water gurgling along an underground stream. Wishing to explore the inside of the hole, you climb over the rim and place your feet in the first notch. If you have a lantern, turn to **226**; otherwise, turn to **355**.



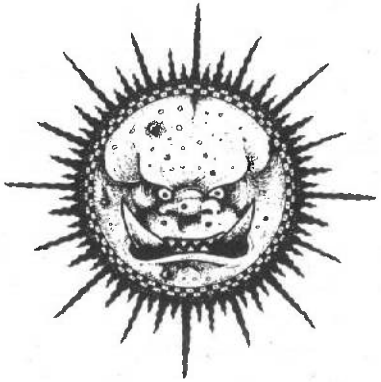
285

You jump out of the bushes, and each dive at one of the Leprechauns, but snatch thin air as the little fellows vanish. When you stagger to your feet, you hear soft laughter retreating up the fading rainbow. You soon discover that you have lost all your Gold Pieces and one other item from your Equipment List (your choice): cross them from your *Adventure Sheet*. You both return to the path. Turn to **353**.



286

You wait for the sun, already low in the sky, to sink below the horizon. Before this happens, however, a couple of Lizardmen – guards from the caravan below – rush out of the nearby cover they had crept into and attack you. Talk with Lothar and fight the battle together, each attacking one opponent. Refer to the other player's book for the Lizardmen's SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **249**; if you win, but Lothar is dead, turn to **10**.



287

The two of you ride together down a narrow track and enter a thick forest. For several days you travel through this without coming across any signs of habitation. On the fourth day, however, you meet a frightened peasant who warns you that there is a hut occupied by a small number of Orcs just a short way ahead. You dismount and walk quietly along the path until you see the hut the peasant spoke of. Smoke curls from its chimney and ivy covers its rotting timbers. It has one sagging door and a small shuttered window. Talk with Lothar to decide which course of action you will follow:

Both of you rush through the door	Turn to **486**
Lothar rushes the door while you go through the window	Turn to **455**
You take the door while Lothar opens the window and casts a spell on the hut's occupants	Turn to **403**

288

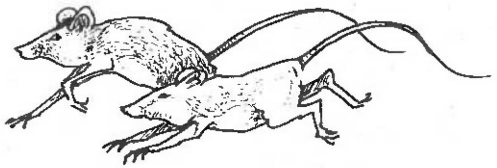
As you walk round the edge of the graveyard, you see a group of scruffy men shining lanterns into an uncovered grave; two more are standing inside the grave, wiping clay and sweat from their brows. It looks as though they may be grave-robbers! You duck behind a tombstone and watch the scene for several minutes. Then one of the diggers stretches his back and proclaims with satisfaction, 'Well, that's another done.' A second moans, 'Aye, but a sorry business it is. Never thought we'd be doing this to poor old Grimsb . . .' He breaks off, and there is a moment's silence before he shrieks, 'What's that? Over there! Quick, give me a lantern.' He shines the lantern towards you. *Test your Luck*. If you are Lucky, turn to **390**. If you are Unlucky, turn to **347**.

289

After a while, you quite unexpectedly meet Lothar coming along one of the tracks. Having exchanged greetings, the two of you continue together. Turn to **25**.

290

As graciously as you can, you tell him that you wish to continue immediately. However, the Elf suddenly becomes extremely upset and, pointing his long, gnarled fingers at you, begins to hiss venomously, weaving a terrible spell. *Test your Luck*. If you are Lucky, turn to **427**. If you are Unlucky, turn to **494**.



291

You continue to trudge across the sand dunes. After several days, one of the Rocs – you can't tell which – reappears overhead, dangles a couple of ropes to the ground and sends two armoured men sliding down. When they reach the ground they waste no time in attacking you. Talk with Lothar and fight the battle together, each attacking one of the opponents. Refer to the other player's book for the Air Brigands' SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **221**; if you win, but Lothar is dead, turn to **17**.

292

Test your Luck. If you are Lucky, turn to **472**. If you are Unlucky, turn to **191**.

293

Though bland, the mushrooms have magical healing properties. Increase your STAMINA and LUCK to their *Initial* values. If you still have your pack, you may store two mushrooms for use later: each will restore 2 STAMINA points. Turn to **374**.

294

Tell Lothar that you have been killed. Then if ACTION is 36, tell Lothar to turn to **136**; otherwise, tell Lothar to turn to **473**. Turn to **39**.

295

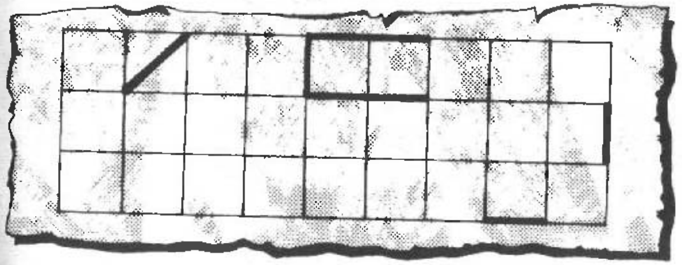
Lothar crawls into the hole. After a few moments you hear the sounds of a fierce struggle – followed by a protracted silence. You call your brother's name, but there is no reply. Assuming the worst, you leave the room via the door, go up some stairs, and find yourself in the inn's barn. From here you proceed into, and then through, the northern mountains. Turn to **4**.

296

Your long legs soon leave the creature far behind. You stop for only a few seconds to catch your breath, and then continue walking towards the flat lands. Turn to **217**.

297

You lift the green cloth and jump with fright, for beneath it is a horrid little grey creature with a skeletal body and a withered, fleshless face – a Ghoul. As it remains motionless, you peer into the box once again. Either the beast has been destroyed, or it has not been properly formed, but at any rate it is harmless. Its gnarled hands clutch a tattered, brown parchment, upon which are inscribed the following runes:

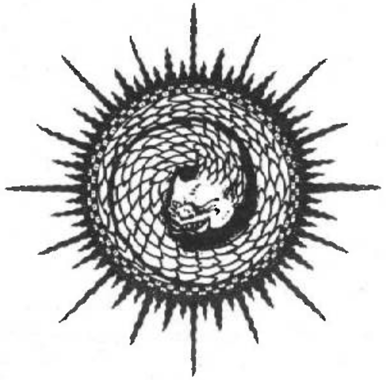


Carefully redraw these on your own piece of paper before reading further. You may then peer beneath any other cloth which you have not previously removed:

Turquoise	Turn to **235**
Scarlet	Turn to **134**
White	Turn to **254**

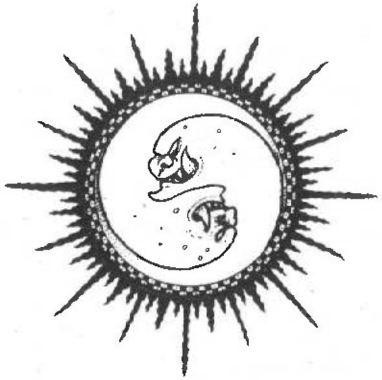
298

The magic rope curls around your body, pinning your arms and holding you fast. The slave-trader cackles evilly as he takes the loose end of the rope and drags you to the end of a long line of slaves. He manacles you in place, returns to the head of the procession and leads off through the hills. Having joined your brother in captivity, you are both doomed to a life of servitude in foreign lands. Tell Lothar that you have been captured. Your adventure is over.



299

The latch explodes as you work it, injuring your hand: lose 1 point of SKILL. Inside the chest are a bottle of wine and 8 Gold Pieces. Add these to your *Adventure Sheet*, then turn to 339.



300

The grate is very difficult to budge, so you kick it several times with your boot. This is a fatal mistake. Your boot becomes firmly stuck between the strips of orange iron, and when you try to pull yourself free, salt water begins to pour through it. Soon it is above your waist, then your neck. You begin to gulp the foul-tasting liquid. It rises above your nose – and then stops. For a minute or two you are tortured with the thought of the life-saving air just beyond your reach. Then you drown. Turn to 39.

301

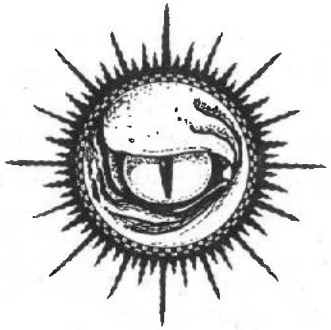
Tell Lothar to turn to 301. With a sharp crack, the bar breaks free of its stays, creating a gap large enough for the two of you to pass through. You step outside the cage into the surrounding darkness; there is only one light, burning rather brightly to the left. Talk with Lothar to decide whether you will both approach the light (turn to 354), or move in the opposite direction (turn to 428).

302

Eventually, you reach the platform and crawl on to the wide, wooden planks. The Elf is delighted by your appearance, and offers you a little wine and some nuts, which you readily accept: increase your STAMINA by 1. His name, he says, is Neriath, a marshal of the Wood Elves. Not far away, he continues, lives his brother Lubicoth, whom he has not seen for a long time. 'Sir, will you guard my tree while I go to visit him?' he pleads. You may wish to stay and protect his tree (turn to **40**), or you may wish to leave and journey on while it is still light (turn to **290**).

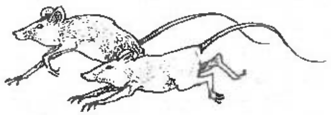
303

You and the rest of the crew manage to beat off the attackers. Your Roc picks up speed and continues northwards; eventually the Great Ocean comes into view. The captain, who is unwilling to approach any closer to the coast for fear of further attack, deposits you and Lothar in the wasteland below. Turn to **173**.



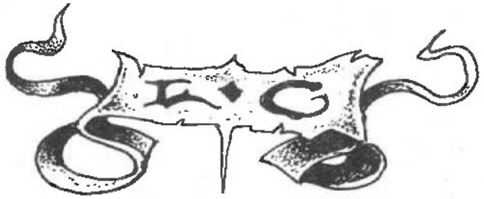
304

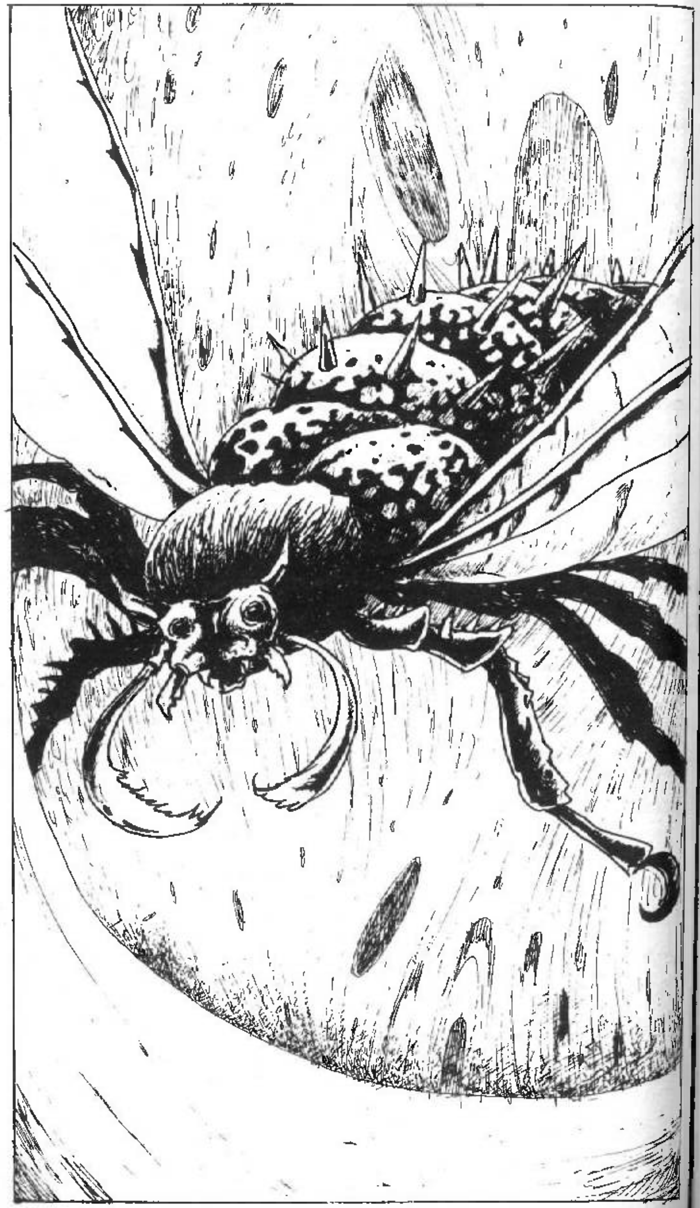
'Well then,' says the Tax Man, 'I'll just have to take everything you've got.' You realize that as the man has so many ruffians surrounding him, it would be folly not to give him what he wants. Cross *all* the Gold Pieces you have from your *Adventure Sheet* and – if you still have it – your horse, which the Tax Man decides to take to make up for your lack of Gold. You continue along the track on foot. Talk with Lothar to decide whether you will continue to travel together. If you both decide to travel together, turn to **383**. If you decide to split up, turn to **446**.



305

You carefully work your way up to the Hydra, take hold of the key-chain and slowly slide it along the sleeping beast's neck. *Test your Luck*. If you are Lucky, turn to **41**. If you are Unlucky, turn to **388**.





306

The stairs wind up into a long, light hall which seems to run almost the entire length of the bridge. It is very dirty, and you must battle your way through the cobwebs and thick dust which have lain virtually undisturbed for centuries. Suddenly a gigantic Moth drops upon you from the ceiling and knocks you to the floor. You lie there helplessly as the creature beats its wings and digs its claws in. Your very life may depend upon the actions Lothar is about to make! Wait for Lothar to tell you which section to turn to.

307

You follow the roughly hewn steps, which wind through the mountain in many broad spirals, before arriving at an exit. If you drank the Potion, turn to 89; otherwise, turn to 171.

308

You scramble over a mound of shale, approach the open hole of the Giant's den and peer timidly into the darkness. The Rock Giant is sitting in a large wooden chair, with his legs stretched out and his heavy, booted feet resting on a table. His eyes are shut, and a deep, throaty snore issues from his open mouth. You look around. Where is the key? If you wish to search the Giant's pockets, turn to **92**. If you wish to look on the table, turn to **205**.

309

You ride along a narrow, muddy track for several miles, and eventually arrive at the gates of an ancient, ivy-clad monastery. It looks as though no one has been here for a very long time. The two massive wrought-iron gates, which once guarded the main entrance, have been battered from their hinges during a war in some past age, and now lie rusting at your feet. Tall towers still stand defiantly on either side of the opening. The maiden is too afraid to enter, as are your horses, so you dismount, take a swig of ale to calm your nerves, and stride boldly up to the entrance. You now notice a deep crack in the stones of one tower. Will you try to pass through the crack (turn to **419**), or walk through the main gateway (turn to **195**)?

310

The grille has completely rusted, and comes away in your hands, revealing a short, horizontal tunnel. Sunlight is streaming through the other end; you can hear birds twittering. With your heart leaping for joy, you struggle on hands and knees up the tunnel. Turn to **432**.

311

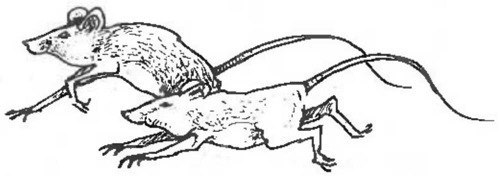
If you know the answer, turn to the section number which is equal to the Demon's weight. If you do not know the answer (or make a guess which takes you to an incorrect paragraph), turn to **380**.

312

Remove 1 Gold Piece from your *Adventure Sheet*. The water gently ripples as the coin sinks to the bottom of the well; then a soothing voice whispers from within:

'Reflect upon these words, my friend,
For if you don't you may just end:
Not to die but just to fade,
So listen well to what I say:
Without a mirror do not set forth
Upon the path which leads you north.'

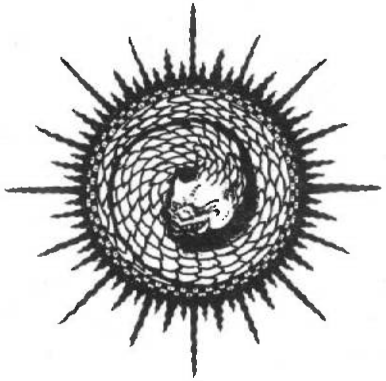
You ponder upon the words for some while before deciding to leave. Will you follow the road north (turn to **391**), or south (turn to **384**)?

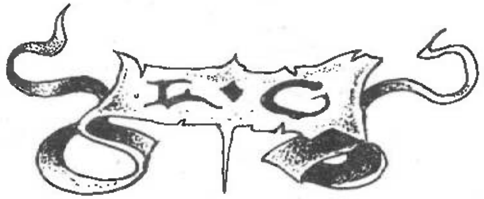


313

Your passage leads you into a large, hot cavern. At your feet yawns a wide crevasse, in whose depths flows a sluggish river of molten lava. Near by, spanning the great cavern, is a flying arch of natural rock, and to your dismay, you see Lothar standing near it, but separated from you by the river. You wave and call to each other. Talk with the other player to decide whether:

You will cross the chasm via the rock bridge	Turn to **160**
Lothar will cross the chasm via the rock bridge	Turn to **55**
You will both stay on your respective sides and go your own ways	Turn to **99**





314

You burrow your way through the gloom and come to a sudden halt when a blood-curdling shriek echoes along the passage. You prepare for battle just in time, as a ferocious Chad leaps upon you.

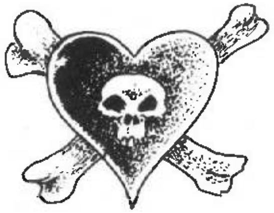
CHAD	SKILL 10	STAMINA 6

If you defeat the savage creature, turn to **77**.

315

You hurry through the gate and find yourselves in the main part of the Amazons' settlement. You slow down, and creep into the village square, where the traders' stalls – all shut and tightly locked – file away into the darkness on either side. Behind one small wooden structure you come across a wicker basket, a large box, and a Unicorn in a cage. The Unicorn, large tears rolling down its long face, begs you to set it free. Talk to Lothar to decide what to do. Will you:

Set the Unicorn free?	Turn to **147**
Look in the wicker basket?	Turn to **32**
Look in the box?	Turn to **417**

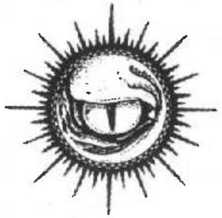


316

The stones are wet and very slippery, and you lose your grip and drop into the deep water. As you struggle to reach the surface for a breath of air, the heavy plate armour drags you down, and after a few minutes you drown. Turn to **39**.

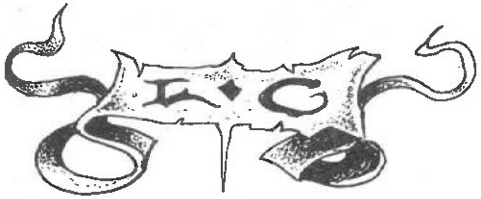
317

Tell Lothar to turn to **317**. The captain, desperate to lighten his bird so as to increase speed, sends you and Lothar overboard down long ropes to the desert sands hundreds of feet below. Once safe on the ground, you watch the two birds race away over the horizon. Turn to **291**.



318

As the last Wraith vanishes for ever from the world, the robed stranger stumbles and falls unconscious to the floor. You gently slap his cheeks until he comes to, but it is obvious that he is dying. He groans, 'My name is Mortimer, the priest's assistant. Three days ago, a coven of evil Witches, disguised as pilgrims, gained access to the church and enslaved the priest, myself and a congregation of the faithful. Since that time, they have been busily worshipping their master, a powerful Demon from Hades, in the crypt below the sarcophagus.' After a slow gulp he continues, 'Most of the faithful have been sacrificed, one by one, but yesterday those of us that remain managed to escape. I stayed behind to fight, while the others went to summon the aid of Dragesima, the witch-hunter.' Slowly, his eyes dull. 'God save us all,' he mutters, then expires. You take the gold cross and leave the room. Knowing that the doors at the entrance are tightly shut, you have only two choices left: you may enter the second doorway (turn to **141**), or you may look for the entrance to the crypt, near the sarcophagus (turn to **331**).

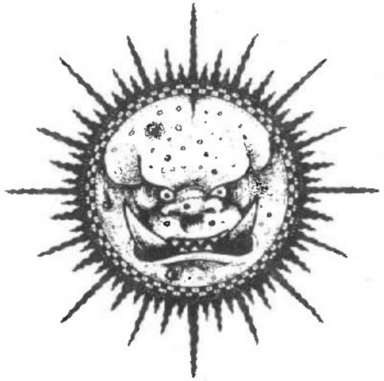


319

The passage guides you into a large, hot cavern. At your feet yawns a wide crevasse, in whose depths runs a sluggish river of molten lava. Near by, spanning the great chasm, is a flying arch of natural rock. However, you are unsure whether it will hold your weight. Will you risk crossing at this point (turn to **160**), or decide it would be wiser to travel on your own side of the chasm (turn to **99**)?

320

You lean over the pool and peer into the water. It is very dark and cold, and obviously not the Holy Water you seek. Within it, you discern the vague shapes of hideous creatures. You are about to back away, when a long, thin arm reaches out from the depths and grabs your hand. *Test your Luck.* If you are Lucky, turn to **257**. If you are Unlucky, turn to **369**.



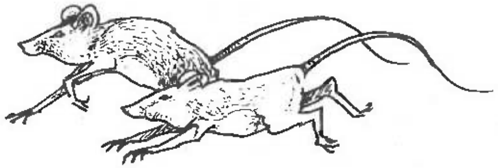
321

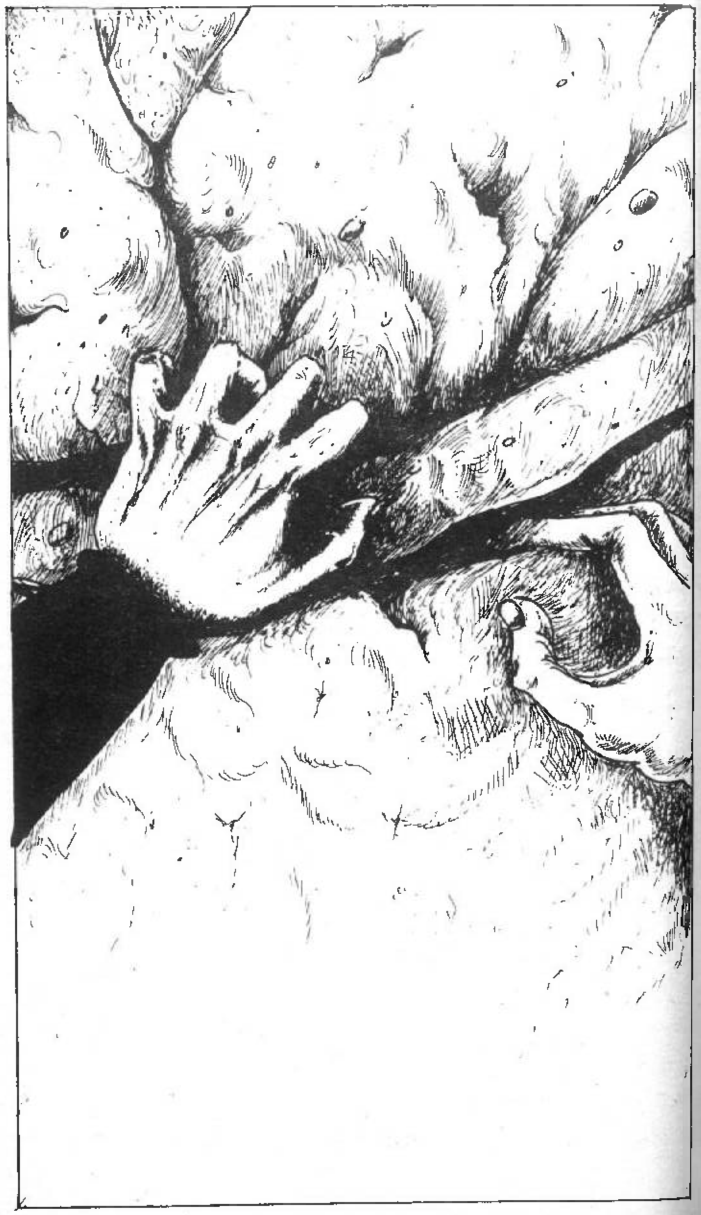
You are surprised by a large, furry animal, and have no time to prevent it wrenching your head from your body. Turn to **39**.

322

The two of you creep up to the bushes and peer through: you see a pair of Leprechauns standing at the foot of a rainbow arguing in a rather nonsensical way. They don't seem to have noticed either of you. Talk with Lothar to decide whether the two of you will:

Try to capture both Leprechauns	Turn to **285**
Try to capture just one of the Leprechauns	Turn to **268**
If you have any wine, approach the Leprechauns in a friendly manner	Turn to **240**
Ignore the Leprechauns and make a dash for the rainbow	Turn to **204**





323

The old fellow bids you goodnight, promising to fill you in on all the necessary details about Orcmoot in the morning. You retire to your own rooms. Talk with Lothar to decide your next course of action. Will you meet the old monk together in the morning (turn to **471**), or ignore his offer of advice, split up and make your own ways towards Orcmoot (turn to **379**)?

324

You swing your feet out and over the edge of the cliff, twist around and begin to climb gradually downwards. At first, there are large cracks in the stone which you can hold on to, but soon the rock-face becomes smooth. Roll two dice. If the result exceeds your SKILL, turn to **231**. If the result is equal to or less than your SKILL, turn to **118**.

325

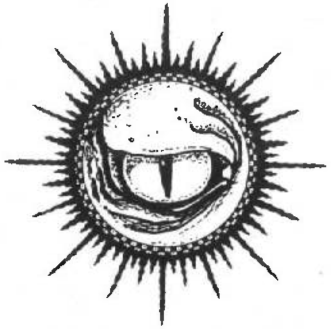
You part from Lothar, promising to meet him in three days at the toll bridge over the Scamder. Riding your horse through the forest, you quickly lose sight of both Lothar and your ancestral home. For the first two days, you travel on a rough track, meeting only a few harmless peasants and vagabonds. However, in the afternoon of the second day, you hear a scream for help, somewhere ahead. You spur on your steed and soon find the trouble: three ugly Kobolds have waylaid a defenceless woman, and are about to kill her and steal her belongings. But you will rescue her; you will fight them all!

	SKILL	STAMINA
First KOBOLD	9	6
Second KOBOLD	8	4
Third KOBOLD	8	4

If you win, turn to **102**.

326

After a long sleep, you are rudely awoken by a heavy boot thumping your chest. It belongs to a rather short, fat man, with a wispy beard; he is obviously a Druid. His puffy eyes stare angrily from beneath his green hood. 'Look, look! What are you doing here? You have trampled the grass and killed my friends!' he screams, pointing at the remains of a birch tree which the Woodmen used for the fire, and to the blackened bones of the pheasant. As you struggle to your knees, he continues, 'It is a sad loss to my forest, but you will pay for it.' When he asks for Gold, you apologetically inform him that you have none left. 'Very well then,' he sneers. 'You will have to replace one of those killed. I will turn you into a pheasant!' This is too much. Leaping to your feet, you rush towards the misguided fool. If you have a birch seedling, turn to **275**; otherwise, turn to **68**.



327

The four Witches strike like serpents, grasp you with unnatural strength, and strap you to their altar, which is surrounded by blazing torches and you are badly burned: reduce your STAMINA by 3. Eventually, the head Witch unties you and says, 'Clovis, join us as your brother Lothar has done. Join us, and our master.' Shocked, not knowing whether to believe her or not, you do not notice the thirteen Witches retreat and fade away. However their master, a hideous horned beast with bulbous eyes, drooling yellow fangs and a bloated, tentacled body, materializes before the altar. Its deadly stench is almost unbearable as it prepares to strike. If you have the lucky rabbit's foot, turn to **203**. If not, roll one die: if you roll 1 or 2, turn to **271**; if you roll 3, 4, 5 or 6, turn to **116**.

328

Your body is broken as you slam into the mountainside. Turn to **39**.

329

You enter a low cavern at the end of a short passage. Within the cave stand two stout Dwarfs. One is old, with a flowing, white beard; the other is much younger (a mere one hundred and fifty years old), with a blue beard. They were arguing when you entered, but now stare angrily at you, hands on hips. If you have an iron bar, turn to **423**. If not, turn to **14**.

330

Test your Luck. If you are Lucky, turn to **20**. If you are Unlucky, turn to **278**.

331

The sarcophagus is fashioned from highly polished pink marble, but its edges are carved with tiny images of legendary heroes. Hoping to find a secret latch, you run your fingers over the shiny surface and down the carvings. You are not disappointed. With a sharp, mechanical click, one of the carved figures twists, and the entire sarcophagus glides effortlessly backwards, to reveal a dim, torchlit passageway. Turn to **412**.

332

You look into the grey face and suddenly see yourself lying in a sea of bubbling sand. Near by is a knife which you continually lunge for, but it is always just beyond reach. Eventually, you lie back despondently, and sink slowly beneath the moving sands. The vision ends and the child retreats. Turn to **496**.

333

When Lothar opens the box, half a dozen little serpents latch on to his arms and badly wound him. He shakes them off and slams the box shut. Turn to **373**.

334

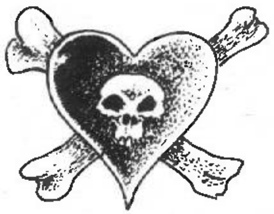
Fight the ferocious beast.

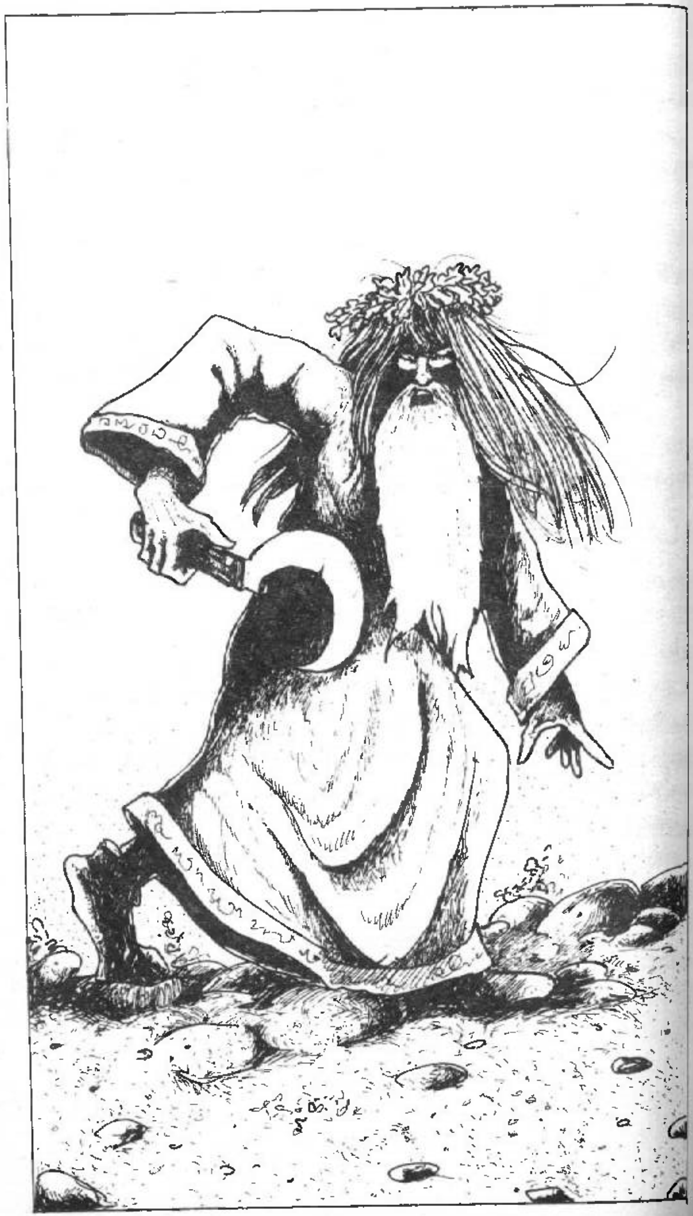
BLACK BEAR SKILL 10 STAMINA 10

If you win, turn to **437**.

335

As you hack your way through, you find that the hedge is regenerating, and quickly obliterating any gap you make. It appears that you are trapped. If you have a birch seedling, turn to **492**; otherwise, turn to **109**.





336

You grasp several straggling creepers, and have soon pulled yourself up to a height of fifty feet, where you rest on a short branch. Unfortunately, there is a large nest of Hornets close by, and they regard you as an intruder. A few of them pour from their hive and sting you cruelly before retreating. Reduce your STAMINA by 2. You haul your blotchy body from the branch and continue your climb. Turn to **409**.

337

You attack the Druid before he can complete the spell.

DRUID	SKILL 9	STAMINA 6

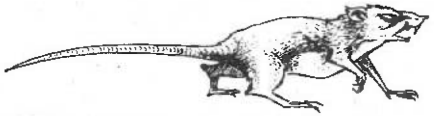
If you win, you may continue through the forest along a narrow, disused track. Turn to **78**.

338

By careful balancing, you reach the last stone, only to realize, all too late, that it is not a stone at all, but a poisonous Rockfish. *Test your Luck.* If you are Lucky, turn to **37**. If you are Unlucky, turn to **245**.

339

You find nothing else of interest, so you leave the Troll's house and set out across the bridge. Turn to **100**.



340

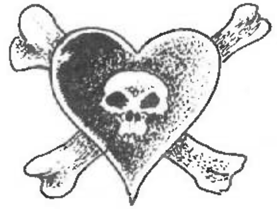
You light the lantern and hold the flame against the ice, which begins to melt. After a great while, the war-hammer is uncovered and you try to wrestle it from the frozen warrior. But he is beginning to stir. After a thousand years of sleep, his eyelids open and two fiery pupils glare at you. With a thrust of his mighty chest, he splinters the remaining ice, steps forward and raises his hammer to strike. If you run away, turn to **234**. If you fight, turn to **56**.

341

Many of the loose items in the room are picked up and hurled around in the wind, but by gripping tightly to the nearest seat, you prevent yourself being swept off your feet and dashed against the walls. With a great sigh, the gust eventually dies. Turn to **331**.

342

You just manage to grab the lowest branch and scramble up before the Boar reaches you. The hairy beast rushes off through the forest, leaving a trail of destruction in its wake. Noticing that your branch extends up and over the hedge, you decide to climb along it. *Test your Luck*. If you are Lucky, turn to **63**. If you are Unlucky, turn to **467**.

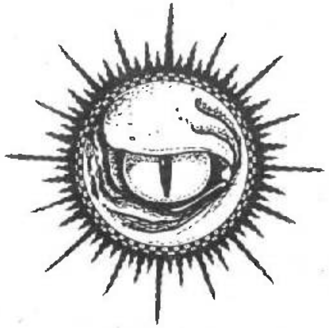


343

You follow the right-hand passage down until your way is blocked by a tree-root which, though running down the side of the tunnel, makes the already narrow passage much tighter still. You may both be able to squeeze through, but the risk of becoming trapped is great. Talk with Lothar to decide whether you should chop the root away with your sword (turn to **98**), or you should both squeeze past it (turn to **146**).

344

Change STATUS to 15. Stay on this page until ACTION changes. If ACTION changes to 1, turn to **86**; if ACTION changes to 35, turn to **265**.

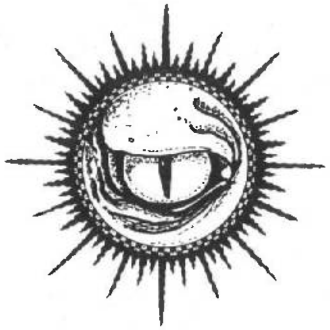


345

You draw your sword and rush at the creature. Talk with Lothar and fight the battle together, each attacking the Troll one at a time in alternate combat rounds. Refer to the other player's book for the Troll's SKILL and STAMINA scores. If you defeat the Troll and Lothar is alive, turn to **48**; if you win, but Lothar is dead, turn to **459**.

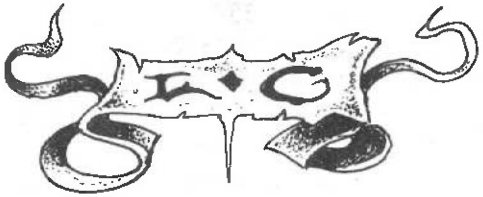
346

After several days' travel, you are amazed one afternoon by the sight of two huge Rocs battling in the sky. Each has a human pilot strapped on its back, and soldiers, who are shooting arrows at one another and their opponents' bird. Presently, one of the Rocs breaks off the engagement and flies away towards the horizon. The other slowly comes to land; air sailors slide down long ropes to the ground. When you approach, you are greeted by an anxious-looking officer, who offers the two of you free passage to the edge of the desert in return for your acting as temporary crew, since several of his men have been killed. Talk with Lothar to decide whether you will both accept the offer of air travel (turn to **241**), or decline and continue on foot (turn to **291**).



347

There is a great commotion as you are illuminated. The men jump out of their skins and run away through the fields, screaming and shrieking loudly. Mystified by their unusual behaviour, you approach the grave. The coffin lid has been replaced, but on the ground near by you find a lantern, which has been dropped by one of the strangers. You pick it up, return to the path and follow it through the cemetery. Turn to **276**.

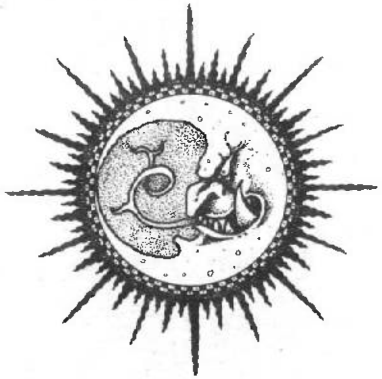


348

Tell Lothar to turn to 348. You swing from the chandelier, but Todd, alert to your presence, turns about and hurls a meat-cleaver at you. The missile thuds into you with sickening finality, and you drop, fatally wounded, into the cauldron. Your adventure is over.

349

Your legs fly down the passage, but the boulder is even quicker. The end of the tunnel isn't even within sight when you trip over and are rolled flat by the deadly stone. Turn to 39.

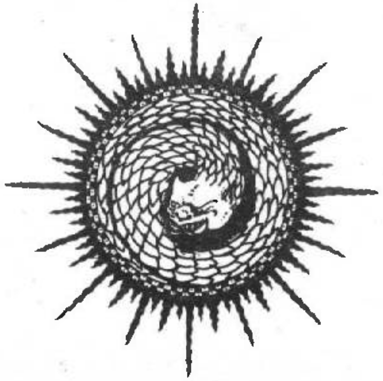


350

The two of you secure yourselves in the barrels just before twenty or so Gremlins stream in from the passageway, and stop by their fallen comrades. Watching through a plug-hole, you see an angry scuffle break out, as the head Gremlin chastises his minions for the deaths of their comrades. Finally, one of the creatures is hurled against Lothar's barrel, and knocks it over. It rolls down the loading-ramp and is ejected into the river. Eventually the Gremlins leave and you climb out of the barrel and run over to the ramp. The water rushes by below, but neither your brother nor his barrel are in sight. Turn to 497.

351

The one-clawed woman is pleased with your answer and bestows her blessing upon you: restore your LUCK points to their *Initial* score. The other crones, not so happy with your choice, leap from their boulders. One bites Lothar and the other stares at you with her one eye: lose 2 points of SKILL. Turn to 389.



352

As soon as you touch the orb, it forms itself into a grinning skull, with flames for hair and a skeletal body with four bony arms. Eyes smouldering, the Fire Demon cackles, 'I am but the shadow of the one you are about to meet.' You must fight.

	SKILL	STAMINA
First ARM	10	4
Second ARM	10	4
Third ARM	9	4
Fourth ARM	8	4

If you win, you may leave the room and enter the passage. Turn to **412**.

353

The track leads through the forest for a few leagues before bringing you face to face with a colossal two-headed Giant. 'Halt!' say the heads together, as the Giant drops a tree-sized club across your path. 'To pass, you must tell me how many brains I have.' Talk with Lothar to decide how you will answer. If you answer 'One brain', turn to **464**; if you answer 'Two brains', turn to **483**.

354

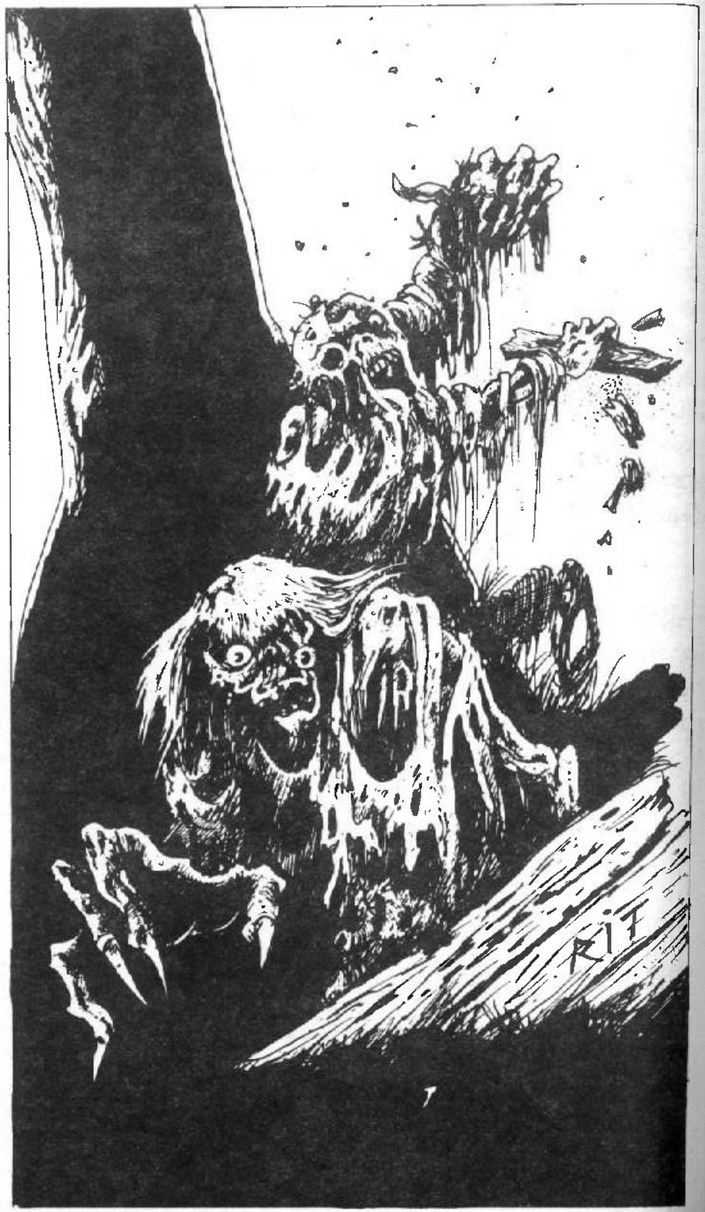
As you approach the light, you see several heavily armed Amazons standing guard near the compound gates, keeping warm beside a large fire. Talk with Lothar to decide whether you will both sneak past these guards and head for the gate (turn to **488**), or retreat back into the darkness to look for another way out (turn to **428**).

355

You begin to climb down the well, feeling your way for the footholds in the darkness. However, it is very difficult, and soon you are clinging desperately to the wall, wondering whether to continue or turn back. Your mind is made up for you when a large bat suddenly appears from below. Startled, you lose your grip. You tumble helplessly down the hole, crash into the gushing river and are swept away. Turn to **28**.

356

Although the stones are very slippery, you manage to cross easily enough. You must now decide whether to take the left passage (turn to **93**) or the right passage (turn to **258**).

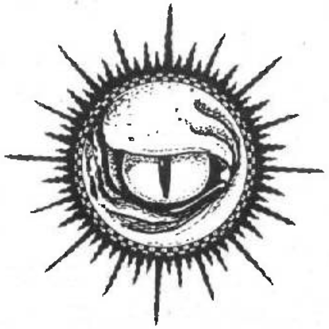


357

The graves have not been filled in and, when you toss a bit of the covering timber to one side, you see that each is already occupied by a rotting corpse. You almost have a seizure when the dead eyes flick open. Lothar gasps through clenched teeth as their grey skin flexes. The two men, now Zombies, stagger to their feet, crawl out of their graves and launch themselves at you. Talk with Lothar and fight the battle together, each attacking one of the Zombies. Refer to the other player's book for the Zombies' SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **11**; if you win, but Lothar is dead, turn to **446**.

358

With your legs pounding along the track at a blistering pace, and eyes wide with terror, you rapidly lose sight of the creatures. You slow to a walk and recover your breath. Soon you arrive at a line of grey trees and spindly thorn-bushes, which runs for some distance along either side of your dusty path.



You sense danger and halt, and your worst suspicions are realized when two milky-white apparitions materialize a short distance ahead. With deathly wails, the Ghosts whirl towards you. You must fight with courage and strength of will – and, of course, with your sword.

	SKILL	STAMINA
First GHOST	9	8
Second GHOST	9	8

If you win, you continue along the path. Turn to **61**.

359

You crawl back to your horse, which was killed in the fall. You may wish to take your pack and Gold Pieces from the saddle (turn to **7**), or leave immediately (turn to **396**).

360

While you are desperately trying to hold the Moth back, you can hear Lothar chanting in a strange and ancient dialect. To your astonishment, the Moth suddenly shrinks and changes into a tiny fieldmouse which scurries away into a crack in the stonework. Turn to **202**.

361

Tell Lothar to turn to **129**. You scream hysterically, but to no avail. Soon, the Sand Piranha are upon you, eating into your unwilling flesh with surprising rapidity. Within minutes, the two of you are reduced to mere bones. Your adventure is over.

362

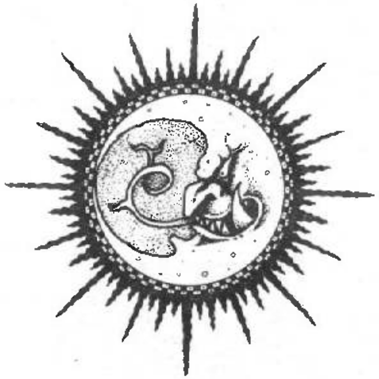
There is nothing you can do to reverse the process, and the tears running down your face are the last things you ever feel, as you fade away. Turn to **39**.

363

You round the bend – and see a fireball rushing towards you. You dive to the ground only just in time. With a great roar, the ball explodes overhead. Turn to **194**.

364

The inn is large and dirty, and so are its occupants, most of whom are clustered together at tables around the room. Several of life's loners and losers lie on the floor, too drunk to move. You notice one group of men who are gambling. If you have any items, you may wish to join them (turn to **216**). If you have no items, or do not wish to gamble, turn to **180**.

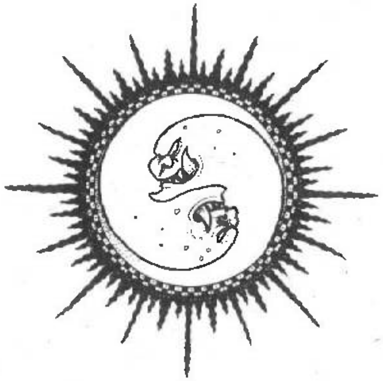


365

Lothar crawls into the hole. After a few moments, you hear the sounds of a fierce struggle, followed by a protracted silence, and then the reappearance of your brother. He informs you that he was attacked by a Giant Rat defending its nest, and that the hole is a dead end. The two of you head for the door. Turn to **196**.

366

You head into a dry wasteland which soon turns into a formidable desert of red dunes and tumbleweed. In the evening, while you are cooking yourself dinner, you are surprised by the arrival of Lothar, who walks down the side of a dune into the hollow you have chosen as shelter. Reunited once again, you make plans to cross the desert together. You could follow what seems to be a well-worn but circuitous track, or head more directly across the dunes using your own reckoning. Talk with Lothar to decide whether you will follow the track (turn to **462**) or head directly north across the dunes (turn to **401**).



367

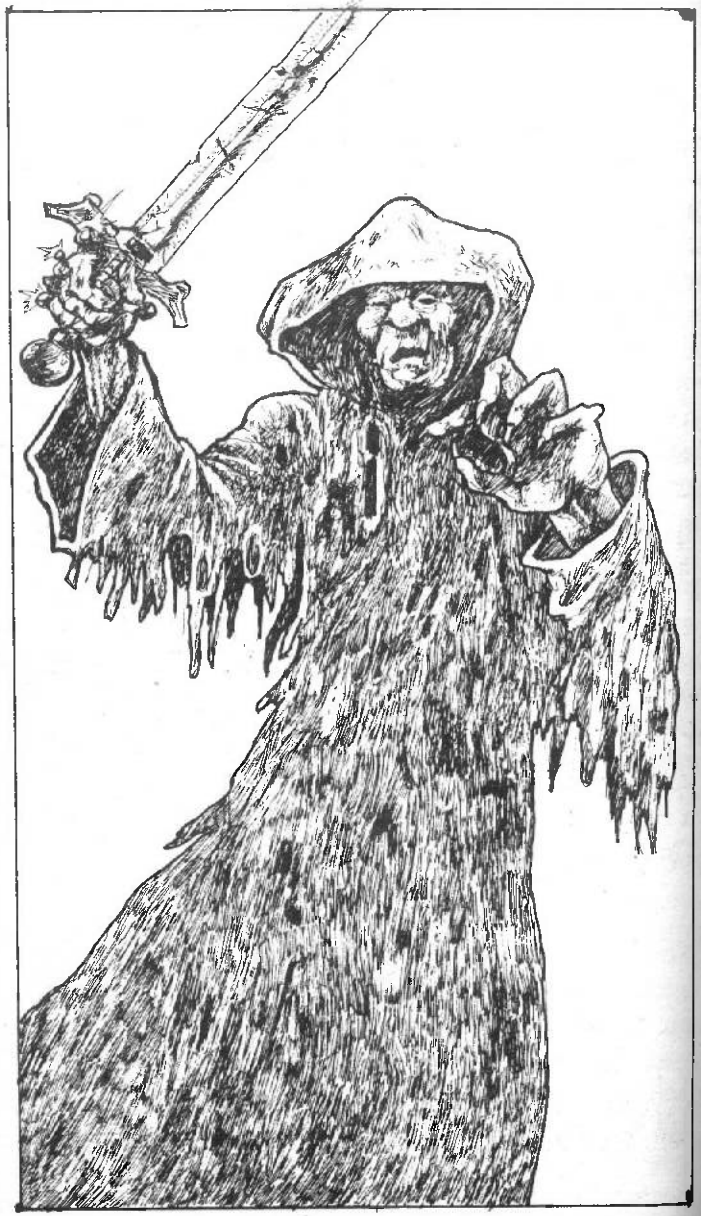
Change STATUS to 7. Stay on this page until ACTION changes. If ACTION changes to 1, turn to **2**; if ACTION changes to 27, turn to **27**.

368

You approach the right-hand door, but, before you can reach it, it swings open to reveal Lothar. On his face is a look of triumph, and in one of his hands, sparkling as they do only when in the possession of a rightful king, is one of the blue Sacred Gems of Gundobad. Lothar will be king – not you.

369

You wrestle furiously with the arm for a moment, and almost manage to break away, but suddenly many more arms dart out from the pool, and pull you closer to the water's edge. Your screams for help go unheeded, and as your strength ebbs you fall in. After thrashing around for several minutes you drown, adding another two arms to the pool's despicable arsenal. Turn to **39**.



370

As you are bending down, about to fill your pockets with treasure, you feel an icy chill. You turn and see a lean man who is wearing a brown cloak and facing the golden tomb. He glides effortlessly above the floor, and raises the green sword with both his bejewelled hands, before turning to face you. 'So, you want to take my treasures, do you?' he whispers with an effort. At this moment, his hood falls back to his shoulders and reveals an aged withered face – this 'man' has not lived for over a thousand years! With cruel eyes glinting, and yellow teeth grinning, he soars across the floor and attacks.

WIGHT	SKILL 10	STAMINA 8

If you win, you may take the magical Sword of Frost. Increase your SKILL by 2 and LUCK by 1. But you leave swiftly, for the huge rock above is beginning to roll slowly over the entrance. At daybreak, you return to the forest and follow the deer-track once again. Turn to **197**.

371

The Troll takes your Gold Pieces (cross them from your *Adventure Sheet*) and allows both of you to cross the bridge without hindrance. Turn to **418**.

372

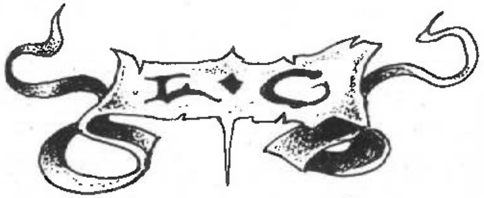
Lothar casts a shrinking spell on the wooden stakes which are pinning you to the ground. They shrink, but remain firm. Before he has time to cast another spell, the Sand Piranha are upon you; they eat into your unwilling flesh with surprising rapidity. Within minutes, the two of you are reduced to mere bones. Your adventure is over.

373

Suddenly, a large number of Amazon warriors sweep down on you. In the brawl that follows, you become separated from Lothar. You escape through the back streets of the village and out into the hills. For several days you struggle through the wilderness that surrounds the Amazon camp before stumbling, quite accidentally, across a rough track. Turn to **282**.

374

You sleep beneath a weeping willow at the edge of a clearing, but are aroused by the distant sobbing of a woman. It occurs to you that she may be lost in the forest, so you crash through the undergrowth in the direction of her voice, but eventually find your way blocked by a tall, though well-kept, hedge, which runs as straight as an arrow through the wood. The woman seems to be just beyond it, so you must decide whether to cut a path through the hedge (turn to **335**), or to follow it for a while, hoping to find a way through further along (turn to **460**).



375

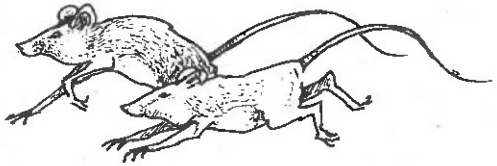
You stoop beneath the entrance and wait until your eyes get used to the gloom, before climbing the steps. Soon you reach a landing, with an entrance through which you can see an ornate room, containing a single bed, slightly smaller than human size and at present unoccupied, a chair and several shelves lined with bottles and jars. You decide to enter and to examine the contents. However, a Gorilla, which has been following you up the staircase, seizes its opportunity and corners you in the room. You must fight.

GORILLA SKILL 9 STAMINA 10

If you win, you may continue climbing the stairs, as the jars contain only dried insects, and there is nothing else in the room worth thieving! Turn to **415**.

376

You leave Lothar's body behind, open the gate and sprint away into the night. For several days, you struggle through the wilderness that surrounds the Amazon camp, before stumbling across a rough track. Turn to **4**.



377

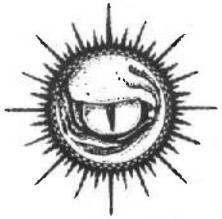
Change STATUS to 5. Stay on this page until ACTION changes to 1, 24, 25 or 26, then turn to 309.

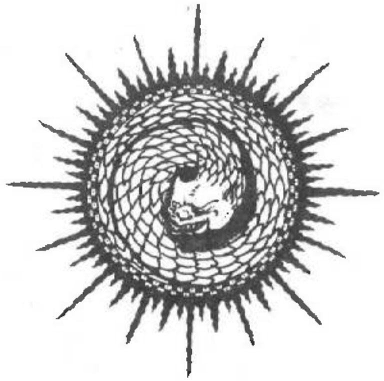
378

Before you can make good your escape, the Chameleon Man commands: 'Halt! Come here so I may see who I kill!' You are inexplicably drawn forward, and you sink to your knees in front of him. Drawing a knife, he continues, 'Clovis, I am but another test on your trial for kingship. If you had been stronger, you would have been spared.' As his knife descends, you make a supreme effort and break the spell. Then you leap back and draw your sword to fight.

CHAMELEON MAN SKILL 10 STAMINA 6

If you win, you may take a Power Stone, which is clasped around the creature's neck. Increase your SKILL and your LUCK by 1 point each. You also find a map, and following its directions, trek towards the volcano. You arrive at its base late in the afternoon and enter the first vent you find. Turn to **111**.





379

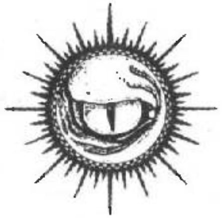
You leave Lothar and the inn, and proceed into, and through, the northern mountain range. Turn to 4.

380

The Demon, obviously displeased with your answer, snatches you with several of its tentacles. 'I will weigh a little more soon,' he hisses. You are flung screaming into one of the monster's slobbering mouths. Your days on earth are ended. If ACTION is 40, tell the other player to turn to 44.

381

Having vanquished the slaver, you set Lothar and the other slaves free. Talk with Lothar to decide who should keep the slaver's magic rope. Then turn to 25.



382

Not far ahead, there is a circle of light on the tunnel floor. You look up and see a vertical flue, through which bright sunshine is streaming. The flue is hundreds of feet long. You may wish to climb the flue (turn to **101**), or you may continue walking along the passage (turn to **489**).

383

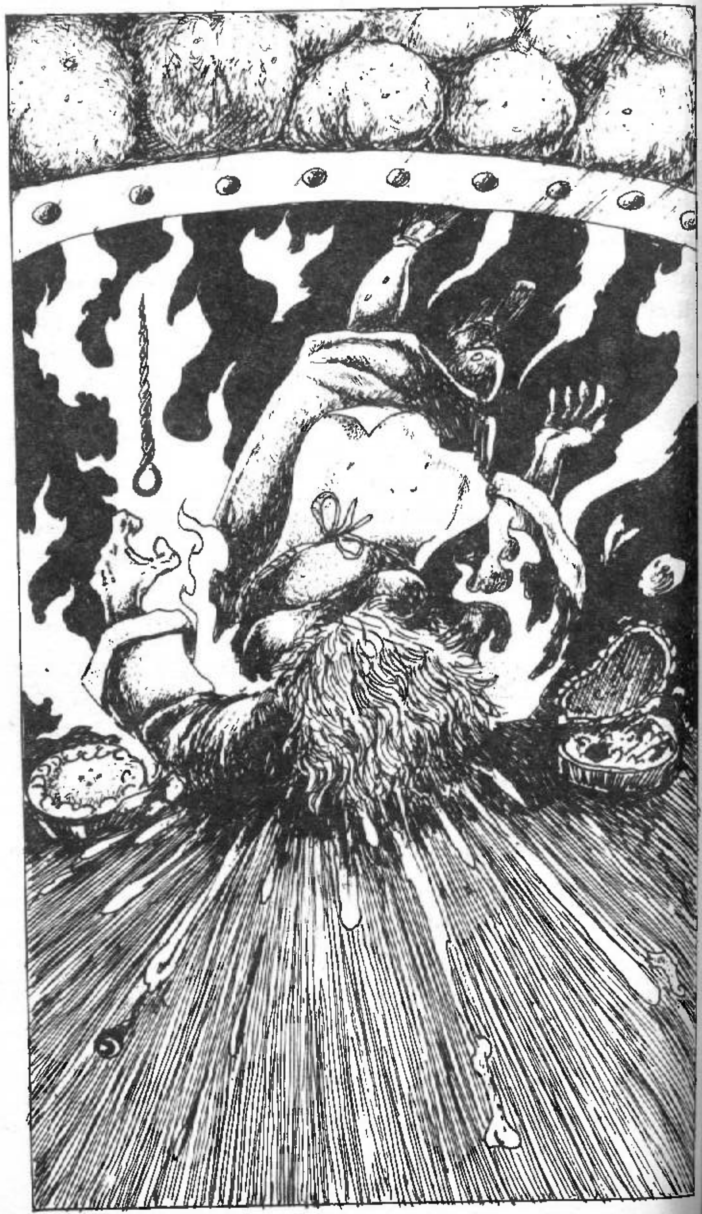
The path continues through the forest; it finally reaches, but skirts, a series of low hills. Talk with Lothar to decide which way you will both go. Will you continue along the path (turn to **214**), or climb into the hills (turn to **420**)?

384

The road soon narrows and becomes nothing more than a rough track, shrouded beneath dark undergrowth. In many places the boughs of immense trees dip so low that you must dismount and lead your horse beneath them, and it is at one of these points that you hear a woman's voice. She is in a clearing close by, but you cannot see her, as a thick bush is in the way. Do you wish to enter the clearing (turn to **168**), or continue along the track (turn to **149**)?

385

The Troll takes your Gold Pieces (cross them from your *Adventure Sheet*) and allows you to pass over the bridge without hindrance. Turn to **100**.

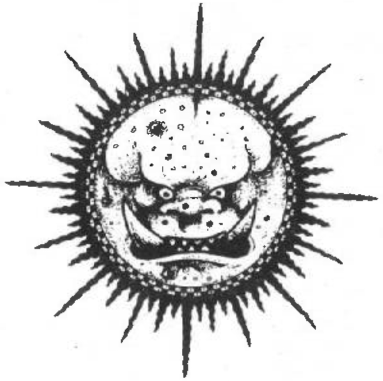


386

The swarm retreats, leaving you standing upon a thick pile of their fallen comrades. However, some Flies have laid maggots upon you, which burrow voraciously into your flesh before you manage to cut them out: reduce your SKILL and STAMINA by 1 point each. You clamber out of the pit and continue your journey on foot. Turn to **184**.

387

Tell Lothar to turn to 387. You swing from the chandelier, plant a foot neatly between Todd's shoulder-blades and tip him into the boiling cauldron where, with a short scream, he slides from view. Meanwhile, Lothar successfully taps his wife into the roaring oven, to join her human pies. A successful spot of heroism over, you retire to the corridor and climb the stairs. Turn to **12**.



388

The monster awakens, six eyes on three heads blinking into consciousness. When it spots you close by, it raises itself to its full height, then pounces. You will have to fight it. Turn to **487**.

389

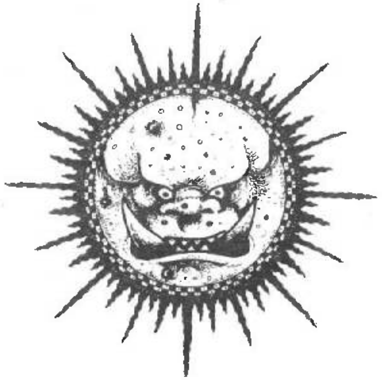
The old women vanish in a cloud of vapour. When the mist clears, you find that Lothar has disappeared. After a long search, you sadly continue your quest alone. Turn to **140**.

390

There is a great commotion as you are illuminated. However, instead of attacking, the men run away in panic. You approach the grave. The coffin lid has been replaced, but on the ground near by you find a holy book, which was dropped by one of the strangers. Puzzled, you pick the book up (add it to your *Adventure Sheet*) and carry it with you back to the graveyard track. Turn to **276**.

391

The road narrows and becomes a thin track leading into a rocky canyon. There is room for only one rider to pass through at a time, so when you see another man approaching on horseback from the other end, you must decide whether to turn back and follow the south road instead (turn to **384**), or confront the stranger (turn to **5**).

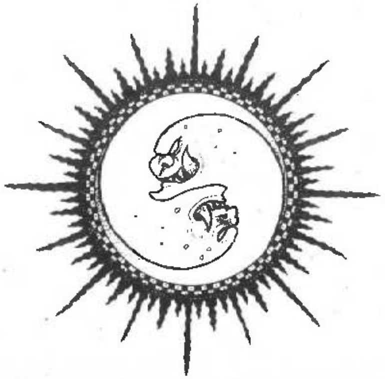


392

Test your Luck. If you are Lucky, turn to **356**. If you are Unlucky, turn to **495**.

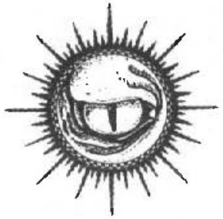
393

As the weapon crashes into the tower, a sharp judder runs through your arm and shoulder: you have hit a rock and badly jarred your hand. Reduce your SKILL by 1. Cursing loudly, you slide the notched blade into its sheath, and decide to crawl down the hole instead. Turn to **314**.



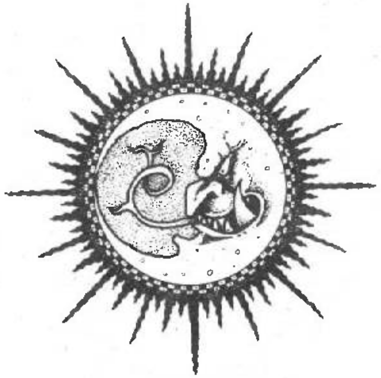
394

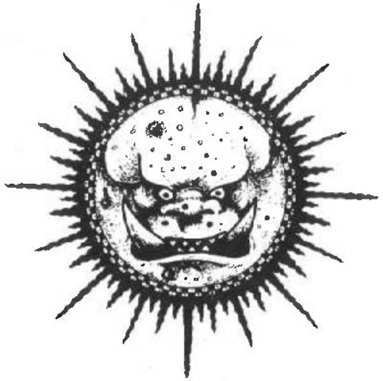
Lothar prepares to cast a spell. Stay on this page until given instructions by the other player as to where you should turn to.



395

It takes a long time to chip most of the ice away from the hammer, and all the while, the warrior is imperceptibly returning to life. Before you can take it, he breathes deeply, opens his eyes wide, and crashes through the ice. Screaming like a madman, he swings the terrible weapon at your skull. You will have to fight. Turn to **56**.





396

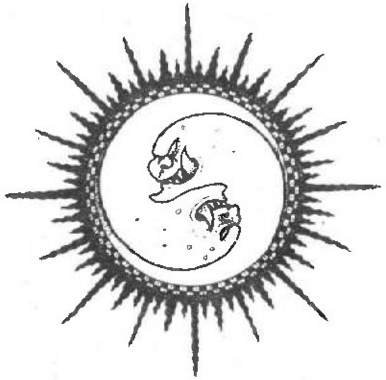
You lose all of your Gold Pieces and Provisions, which were stored in your pack. You climb out of the pit and continue your journey on foot. Turn to **184**.

397

The three ferocious beasts bound towards you with nostrils flared and jaws snapping. With no time to spare, you catch hold of the lowest branch. One animal savages your foot and another rips your breeches, but you haul yourself free and on to the bough. Reduce your STAMINA by 1. The Wolves, tormented by the dripping blood, are driven into a frenzy and begin to howl and run round and round the tree-trunk. But you are safe, and eventually the three marauders leave, so you clamber down and limp back along the gulley. Turn to **207**.

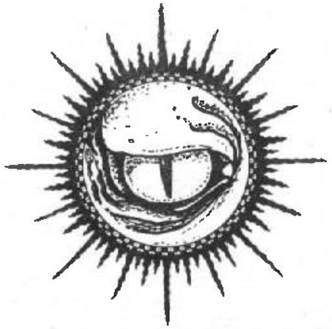
398

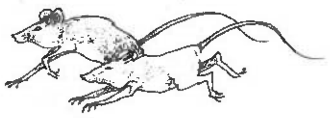
When you draw close, you realize that it is not a snake at all, but a long iron bar with a broad head fashioned to resemble a cobra. It is a mining tool. Add this to your *Adventure Sheet*. Will you go through the left exit, if you have not done so already (turn to **329**), or the right exit (turn to **476**)?



399

You edge down the tunnel – but suddenly slip on the floor, slide into a void and plummet hundreds of feet down a chasm. Your adventure is over.



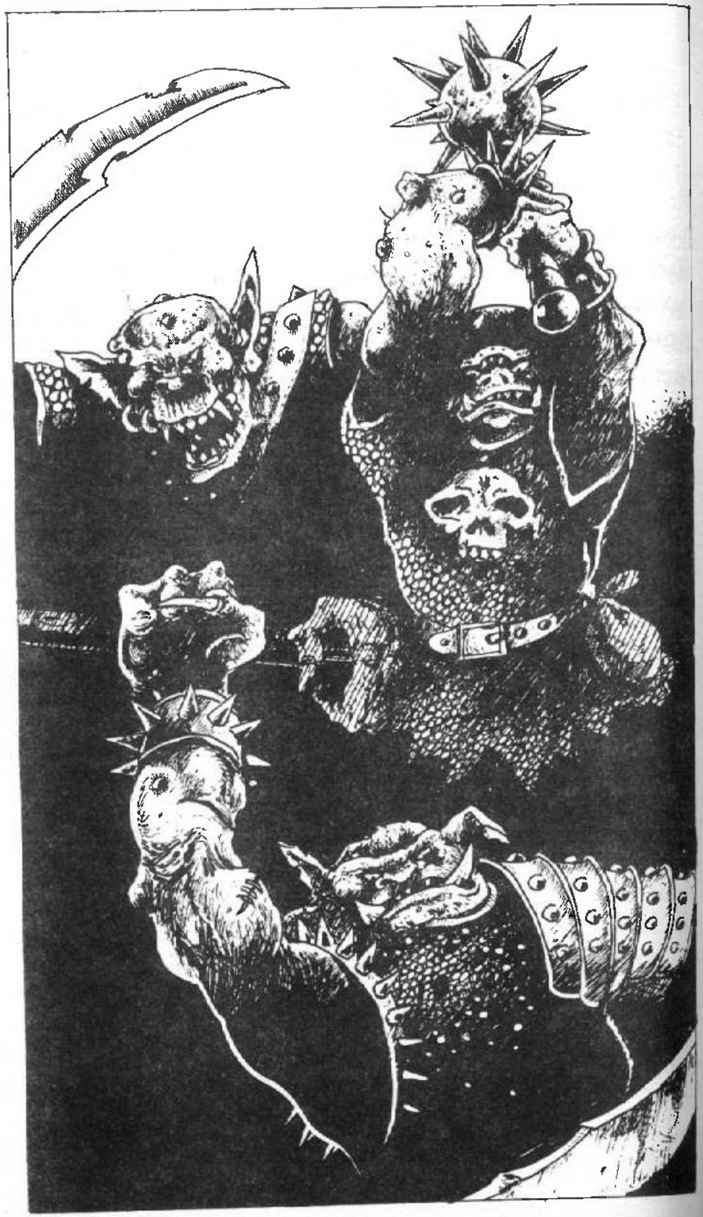


400

You pick up a squishy, green tomato, take aim and throw it at the woman, hitting her squarely on the nose. The woman mumbles a curse, immediately causing large, ugly warts to break out all over your face. The tall man now laughs at *you*. 'You have incurred the wrath of the Witch, fool. We are immune to her spells. But I have a cure, which is a bargain at only 2 Gold Pieces.' If you have the money, and wish to buy the cure, turn to **499**; otherwise, turn to **8**.

401

The two of you strike out across the rolling dunes, wading through thick, burning sand on the peaks and wiry grass in the valleys. The sky hazes over, making it difficult to tell in which direction you are moving. Soon, the relentless heat and lack of water take their toll, and you both collapse from heat exhaustion: roll one die and deduct the result from your STAMINA. While you are resting in the shade at the base of a dune, you see a vague path winding through the tough grass. You decide to follow this. If the heat has killed Lothar, turn to **10**; otherwise, turn to **462**.



402

Having defeated the slaver, you set all his captives free and (if you wish) claim his magic rope. Tell Lothar to turn to **289**; then turn to **289** yourself.

403

As you throw the door open, you hear a muffled cry from Lothar. But you have no time to worry about him, as you are faced by three Orcs with gnashing fangs and sharp swords. You must fight.

	SKILL	STAMINA
First ORC	8	6
Second ORC	7	4
Third ORC	6	4

If you win, turn to **131**.

404

You outclass your opponent and stab your blade into its heart. The image immediately disappears, but you have no reflection now! To your horror, you notice yourself beginning to fade. If you possess a mirror, turn to **447**. If you have no mirror, turn to **362**.

405

As expected, the stream is bitterly cold: reduce your STAMINA by 1. You climb on to the opposite bank, and warm your legs in the sunshine, before continuing along the path. Turn to **197**.

406

When you look into the grey face, you suddenly feel very heavy, and see a vision of yourself, clad in red plate armour, looking down a black hole: you seem to be searching for something. Suddenly you lose your balance and fall in. Your throat chokes and you gasp for air . . . The vision ends, and the child retreats. Turn to **496**.

407

The monster's heads sneer at you as one. 'The price is your life,' they say. 'I will destroy you as I do all the others.' You will have to fight it. Turn to **487**.

408

The Unicorn completely heals you: return your STAMINA points to their *Initial* score. Turn to **373**.

409

About one hundred feet above the ground, you struggle on to a rectangular platform. At this point, the tree has been hollowed, with a low entrance leading to a mahogany staircase, which spirals upwards within the trunk. You may wish to explore the interior of the tree (turn to **375**), or you may continue your climb up the outside (turn to **450**).

410

You tense your muscles and swing the sword in a great arc above your head and towards the base of the nest. Roll two dice. If the result is less than or equal to your SKILL, turn to **449**. If the result is greater than your SKILL, turn to **393**.

411

You wait with sword drawn, expecting the monster to spring. But nothing happens for several minutes, so you creep nervously towards it, holding the lantern high. Not until you are quite close do you realize that you were completely mistaken: the object is only a bundle crammed into a wide crack. You unwrap the old rags and find, to your amazement, a suit of magical plate armour gleaming blood red in the lantern light. Only the helmet is missing. Not wasting any time, you pull the breastplate over your tunic, and strap the thigh-pads to your legs. Perhaps the helmet is further down, close to the river. If you wish to climb down to the river, turn to **316**. If you would rather climb out of the well, turn to **59**.

412

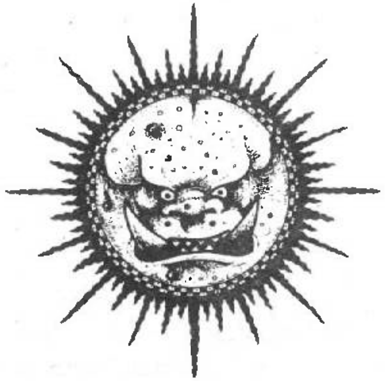
The tunnel soon curves towards a rocky, torchlit cell, inside which thirteen black-robed Witches are chanting in a monotonous murmur, while dancing excitedly around a flat-topped stone slab. Symbols of chaos and doom have been daubed across the floor and on the walls. As you gaze on this scene, the head Witch gasps, spins around and darts across the room towards you. Three more are close behind. If you have the gold cross, turn to **172**. If you do not have the cross, turn to **327**.

413

As you make your way towards the toll bridge, you enter a rather dark, forbidding forest. Hearing a rustle in the bushes behind, you turn around, expecting to see Lothar. But instead you find two brutish Ogres lumbering towards you. One grabs the horse's mane, saying, 'This must be the other one, Bill.' 'Yeah, Bert,' says Bill, 'and he's going to give us everything he has.' They each produce a large cudgel from behind their backs; you must fight them both.

	SKILL	STAMINA
BILL	7	8
BERT	8	8

If you win, turn to **177**. If you lose, turn to **110**.



414

She brushes the tears from her cheeks and explains, 'A wicked Gnome tricked me into leaving my home for a while, and when I returned he had chopped it down. Now he has dug himself a small burrow beneath its trunk.' Will you believe the Sprite, and help her by evicting the Gnome (turn to **440**), or do you wish to look at her crown instead (turn to **158**)?

415

The steps curl through the trunk, and eventually end at a low, wooden door. You open the door and peer into a room. Inside, sitting in a chair, is a small humanoid, about five feet tall, but covered in green scales. His long, lizard-like head swivels towards you, and he hisses a spell. Will you fight (turn to **227**), or run away (turn to **378**)?

416

Tell Lothar to turn to **190**. Stay on this page until given instructions by the other player as to where you should turn to.

417

Talk with Lothar to decide whether you will open the box (turn to **255**) or Lothar will open the box (turn to **333**).

418

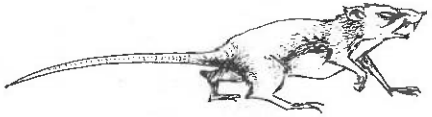
Once on the other side of the bridge, the two of you follow a path into a thickly wooded forest; the path winds between hoary old oaks and thick undergrowth. At one point, when you have stopped for a short rest, you hear a couple of high-pitched voices arguing behind some large bushes. Talk with Lothar to decide whether the two of you will investigate the voices (turn to **322**) or continue along the path (turn to **353**).

419

With an effort, you manage to squeeze between the slime-covered stones to reach a stairway, which spirals through the tower. Trying to ignore your fears, you slowly climb the broad steps, and eventually arrive at a large oaken door on your right. It is possible that you heard a sound from behind the door as you approached, but it may have been your imagination playing tricks. In any case, you may open the door (turn to **252**), or continue up the stairs (turn to **91**).

420

You push into the hills, and eventually camp in a shallow dell surrounded by low bushes. The two of you are woken in the middle of the night by the faint sounds of tiny feet and squeaky voices moving through your camp. Stirring to your feet, you find that some mischievous Scuttlies have emerged from hidden burrows and carried off just about everything but the clothes on your back. In fact, the last of your supplies have just disappeared underground, carried between two of the short, white creatures. Talk with Lothar to decide whether Lothar should cast a spell to recover your goods (turn to **83**), or the two of you should pursue the Scuttlies into their burrow (turn to **47**).

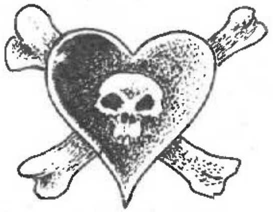


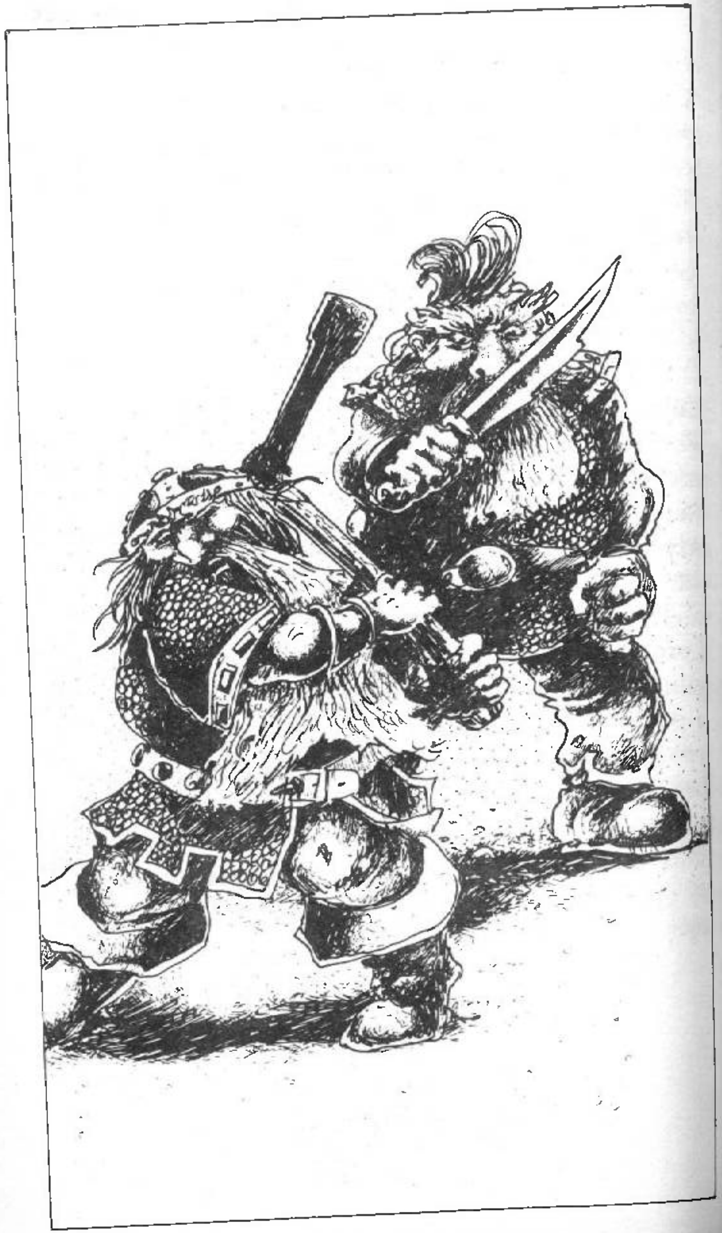
421

Talk with the other player to compare the number of Power Stones that you each have. If Lothar has more than you, turn to **44**; if you have more than Lothar, turn to **185**; if you have equal numbers, turn to **71**.

422

Lothar crawls into the hole. After a few moments you hear the sounds of a fierce struggle, followed by a protracted silence and then the reappearance of your brother. He informs you that he was attacked by a Giant Rat defending its nest, and that the hole is a dead end, but he has brought you an excellent shield, which increases both your SKILL and LUCK by 1 point. The two of you head for the door. Turn to **196**.





423

'Look! He's got a crowbar,' says the blue-bearded Dwarf. 'So, you've come to steal my treasure.' '*My* treasure!' growls the old Dwarf. 'Well, that's your mistake!' The old Dwarf pulls a dagger from his belt, while the other grabs a pick. You must fight.

	SKILL	STAMINA
Old DWARF	9	8
Young DWARF	8	10

If you win, turn to **139**.

424

You pass the night as best you can upon the unbearably cold hill-top. When morning finally arrives, you bandage your frostbitten hands and feet. Reduce your STAMINA by 1. Then you wisely decide to leave the barren hills and return to the forest, to follow the deer-trail again. Turn to **197**.

425

You decide to take matters into your own hands. Will you:

Offer the Giant all your Gold to set you free?	Turn to **21**
Offer the Giant a bottle of wine (if you have one)?	Turn to **69**
Cut your way out of the sack?	Turn to **128**

426

You rush down the steps, take a flask from your pouch and fill it with Holy Water from the pool, then hastily leave the evil monastery. Turn to **163**.

427

You swiftly climb down, before the spell can take effect. On the way, you notice that the tree has many knots and branches, shaped in odd ways, to resemble human faces. A hideous thought springs to mind: these were all real people once! What has this evil Elf done? When you reach the bottom, you begin to hammer your sword-blade into the trunk. 'Stop, stop,' yells the Elf pitifully. But you do not stop until, with a great rumble, the tree topples over. Mysteriously, it never reaches the ground, for as it falls, it fades into nothingness. Only a single birch seedling remains, tucked between the blades of grass, where once the mighty trunk had stood. Picking the seedling up, you casually toss it into your pocket and continue. Turn to **197**.

428

You head away from the light and come across a rickety hut set against one of the compound walls, beside a narrow gate. A couple of small bundles, whose nature is difficult to make out in the darkness, rest against one wall. Talk with Lothar to decide whether you will both approach the bundles beside the hut (turn to **79**) or go through the gate (turn to **315**).

429

After filling your flask with Holy Water, you hear a noise above your head and turn to see a horrible creature swinging from a chandelier; it is staring at you and gnashing its fangs. Your feet hardly touch the floor as you rush out of the chapel and the monastery by the same way you entered. Turn to **163**.

430

You soon arrive at the division of two tracks. One, being somewhat wider than the other, has been deeply grooved by wagon wheels. In contrast, the other seems to be little used, although it is roughly cobbled in patches. If you follow the wagon trail, turn to **46**. If you follow the other track, turn to **123**.

431

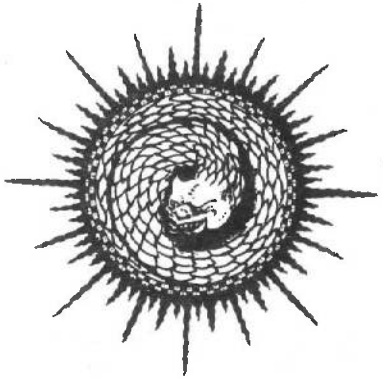
You inch quietly past the snoring Hydra and approach the gate. When you push against it, a low *bong* sounds from the bell in the tower – and wakes the monster. It rises to its feet and considers you with contemptuous eyes. 'I am the Keeper of the Isle,' it says. 'You may not pass.' Will you attack it (turn to **487**) or try talking your way past (turn to **457**)?

432

You finally reach the end and drag yourself from the hole. You are high up in the mountainside, facing east. The air is crisp, but very thin, so you rest for a while in the cool snow, letting your strength return, and watching the beautiful green fields far below. Not far away are two tracks which wind towards those lands. Will you follow the left track (turn to **137**) or the right track (turn to **201**)?

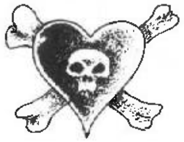
433

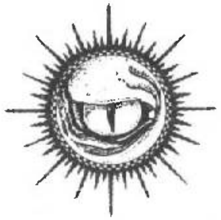
You notice that the parchments are no longer brown, but transparent! As they obviously provide a clue to the number you seek, lay all those that you possess on top of one another, then guess the answer and turn to the section that is equal to the Demon's weight. If you do not know the answer (or the section you turn to does not make sense), turn to **380**.



434

The Demon disappears beneath a thick black cloud. When she sees this, the Witch curses you, and grabs her broomstick from beside the pot. She utters a magic word. The broom responds immediately and carries her quickly away from the clearing. You may now continue along the path. Turn to **367**.



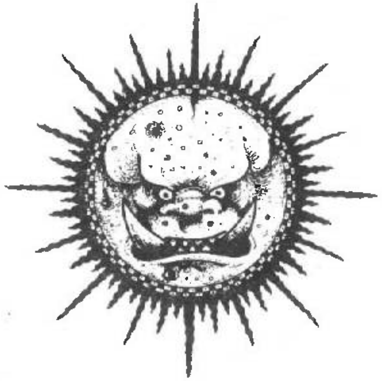


435

The passage ends in a small cavern carved out of the mountain rock. Sleeping in one corner is a large Black Bear. One of its heavy paws is resting on an object which you can not clearly make out. Do you wish to have a closer look at it (turn to **53**), or will you go back to the stairs (turn to **307**)?

436

Climbing is easy, and in no time at all you are fifty feet above the ground. However, at this point you pass a large hole in the trunk. Its centre is dark and hollow, and you hear the following words whispered from within: 'Turn back, my friend. I'm warning you well, for the Elf is evil!' Will you heed these words, return to the ground and retreat from the hill (turn to **188**), or would you rather continue climbing (turn to **302**)?



437

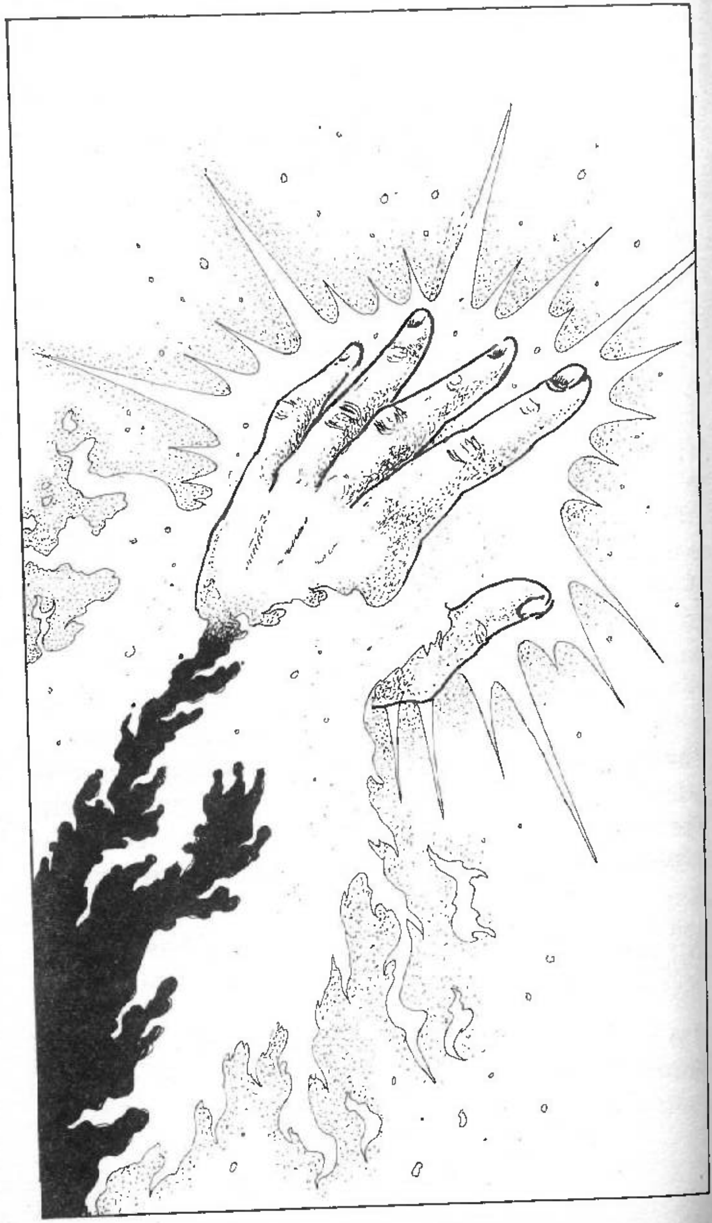
You can now see the object the Bear's paw was covering: it is an old lantern. The glass is broken, but it still appears to be in working order. Holding this in one hand, and your sword in the other, you leave the cave and return to the stairway. Turn to **307**.

438

Taking the left passage, you immediately run into another pair of Scuttlie guards. Another battle breaks out, and once again, there is no room for Lothar to fight. You must beat them yourself!

	SKILL	STAMINA
First SCUTTLIE	8	8
Second SCUTTLIE	8	6

If you win, tell Lothar to turn to **225**, then turn to **225** yourself. If you lose, tell Lothar to turn to **6**.



439

You grasp the gem and pull it from the light, discovering that it is really clear, not red. Suddenly, a bright flame leaps from the jewel and races up your arm – consuming your body in seconds. Your adventure is over. If ACTION is 40, tell the other player to turn to **44**.

440

The Sprite leads you around the back of the oak's huge trunk and shows you the entrance to the Gnome's dwelling. You travel only a short distance down a dark tunnel before hearing a peculiar, low-pitched hum from just around a bend. *Test your Luck*. If you are Lucky, turn to **363**. If you are Unlucky, turn to **113**.

441

You tie your horse to a wooden post, stride up the steps and enter the inn. Suddenly, the townsfolk inside begin to snigger, and then to laugh openly. You realize, too late, that they are looking through the windows at someone stealing your horse. You have also lost any Gold Pieces and Provisions which you may still possess, since they were stored in a pack which your horse was carrying. Remove them from your *Adventure Sheet*, then turn to **364**.

442

You dash to the slope, and begin to climb slowly upwards, cutting your hands on the jagged stones as you do so. The Wolves find it very difficult to follow and soon give up the chase, but now you have another problem. You notice that many rocks above you are being disturbed by something. When you look up, you can clearly see, silhouetted against the night sky, two coal-black Mountain Rams. They are moving swiftly over the escarpment, and obviously intend to attack. It would be difficult to defend yourself against them, but the other choice is just as disheartening. Will you fight the Mountain Rams (turn to **95**), or will you retreat and face the Wolves instead (turn to **191**)?

443

You tear away most of the long mosses, break the grate's lock with your sword and swing it open. There is a small niche behind it, in which a pair of unusual shoes is lying. Only once before have you seen a pair like this, when a mountain traveller visited your father's kingdom. They are snow-shoes (add them to your *Adventure Sheet*). You decide against looking in the other grates, so you leave the room and, after jumping back over the pit, begin to climb the flue. Turn to **101**.

444

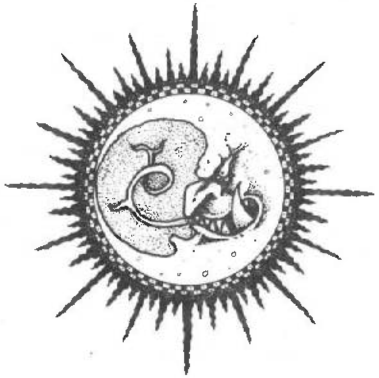
Lothar casts a spell on the creature, but suddenly gasps with horror. Something has gone drastically wrong. The Moth changes into a tremendous Fire Dragon. Flaring its nostrils, it belches a huge cloud of smoke and fire upon you. Both Lothar and yourself are burnt to a frazzle. Your adventures are over.

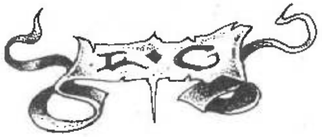
445

As you stretch out to take a coin, you slip and tumble in. You manage to grab 2 Gold Pieces from the bottom anyway, but all of the other coins mysteriously fade away. You now notice a small tunnel in the well's side. Will you crawl through the hole (turn to **108**), or would you rather mount your horse and follow the north road (turn to **391**) or the south road (turn to **384**)?

446

You leave Lothar and stride off into the wilderness alone. Turn to **140**.





447

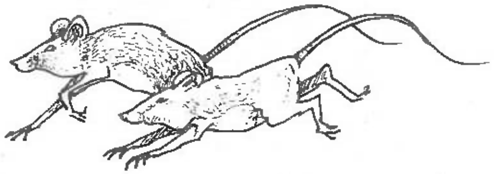
When you look into your own mirror, your image returns and you stop fading. You now find it possible to lead your horse through the mirror which formerly blocked your path. On reaching the other side your SKILL, STAMINA and LUCK are returned to their *Initial* values. Turn to 367.

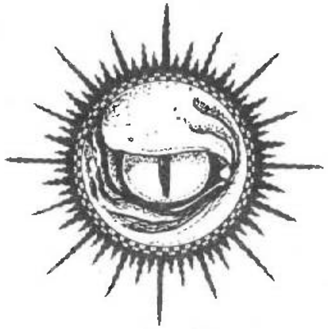
448

The Unicorn grants your wish: add 1 point to your *Initial* LUCK score and then restore your LUCK points to this new level. Turn to 373.

449

The sharp blade smashes into the insects' monument, slicing through it and driving the ants into a frenzy. This is not your main problem, however, as the tower shudders, topples towards you and squashes you flat. Turn to 39.





450

Expending considerable effort, you approach the last bough of the huge tree. Hanging from it is an enormous three-toed Sloth. It grasps your hair, and, with immense strength, pulls you on to the branch. You must fight.

SLOTH SKILL 9 STAMINA 8

If you win, you may take a yellow Power Stone, which dangles from a chain around the beast's neck. Increase your SKILL by 1, and your STAMINA by 2. Then you retreat to the wooden platform and enter the tree, for three other nasty creatures (a baboon, a sloth and a snake), are swinging, scrambling and slithering their way through the tree-tops, all intent on having you for dinner. Turn to 375.

451

Change STATUS to 11. Stay on this page until ACTION changes. If ACTION changes to 1 or 32, turn to **282**; if ACTION changes to 31, turn to **366**.

452

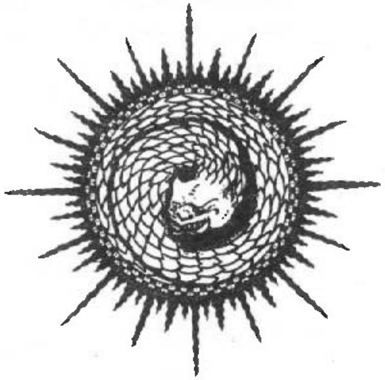
You pull the cross from beneath your jerkin and the Vampire shudders with fear. You are encouraged by this, and you thrust the holy symbol towards its face. With an agonized scream it releases your arm, enabling you to leap backwards, draw your weapon and summon your strength for a fight to the death.

VAMPIRE	SKILL 10	STAMINA 8

If you win, turn to **223**.

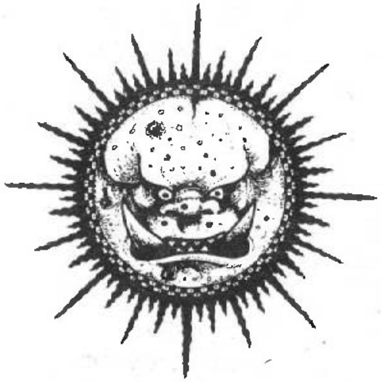
453

Change STATUS to 10. Stay on this page until ACTION changes. If ACTION changes to 1 or 29, turn to **96**; if ACTION changes to 28 or 30, turn to **289**.



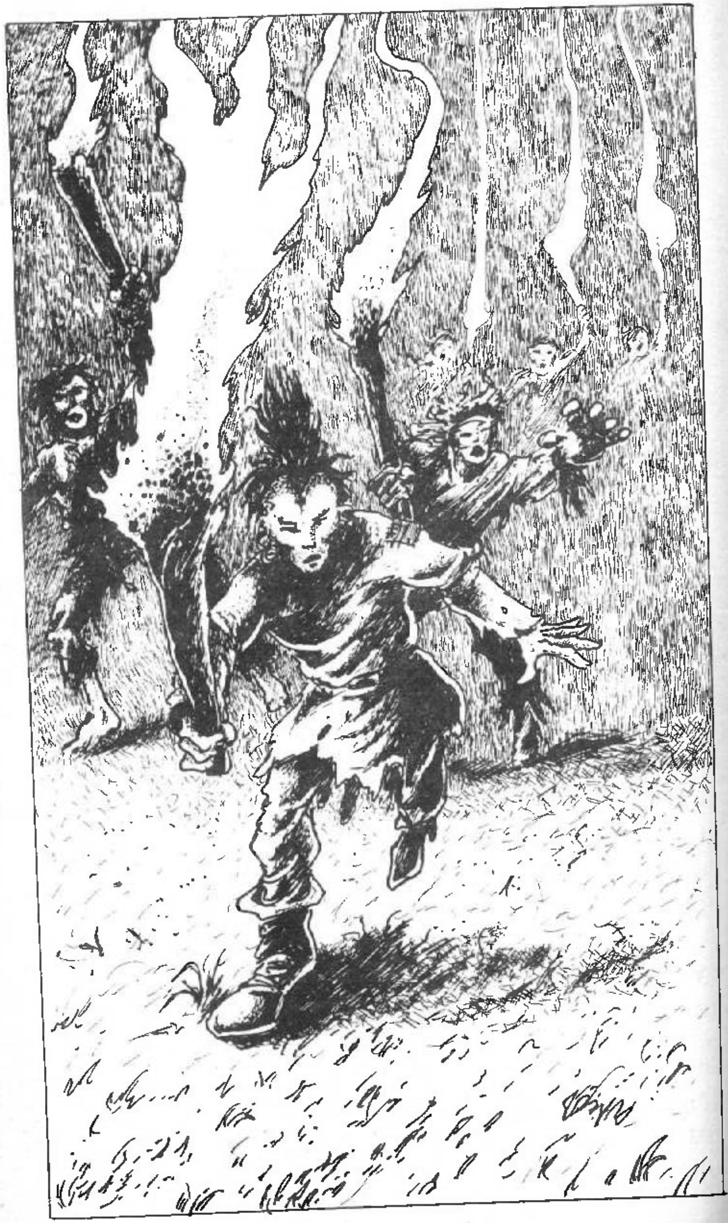
454

You grasp the gem, pull it from the light, and discover that it is really blue. It starts to scintillate in your hand, revealing its true nature as one of the Sacred Gems of Gundobad. If ACTION is 40, tell the other player to turn to **368**. Turn to **500**.



455

You creep up to the window and are about to throw it open when suddenly a wire loop flies out of the top shutter, slides down a crack in the woodwork and snares your neck. It pins you against the shutters. Inside the hut you can hear your brother fighting desperately with several creatures. If Lothar defeats them he will tell you which page to turn to. Otherwise, you are killed by the hut's occupants.



456

The Woodmen waste no time in drawing flaming brands from the fire. They leap towards you, to make you pay for your insolence.

	SKILL	STAMINA
First WOODMAN	8	8
Second WOODMAN	8	6
Third WOODMAN	7	4

If you win, you may continue through the forest, following a thin, disused track. Turn to **78**.

457

'Now, let's not be hasty,' you say. 'Let me pass and I will give you whatever you ask. Name your price.' *Test your Luck*. If you are Lucky, turn to **105**. If you are Unlucky, turn to **407**.

458

The Tax Man takes your Gold Pieces (cross them from your *Adventure Sheet*) and then decides to impound your horse as down payment on the tax for your return journey (cross the horse from your *Adventure Sheet* as well). You continue along the track on foot. Talk with Lothar to decide whether you will continue to travel together (turn to **383**), or split up and travel alone (turn to **446**).

459

Having defeated the Troll, you decide to search his hovel. You discover, when you enter the tiny lice-infested shanty, that the Troll was a great collector:

all the walls are lined with shelves and all the shelves are full of junk. Just about everything is useless, but you do find a small chest with an intricately worked latch. Will you open the chest (turn to **299**) or leave it alone (turn to **339**)?

460

After a short distance, you hear a rustling in the undergrowth close by. Suddenly, with a great roaring snort, a Wild Boar charges, aiming its tusks at your legs. You must either leap for the nearest tree (turn to **229**) or prepare to fight (turn to **34**).

461

You sweep out your sword and prepare to defend yourself.

ROCK GIANT SKILL 10 STAMINA 10

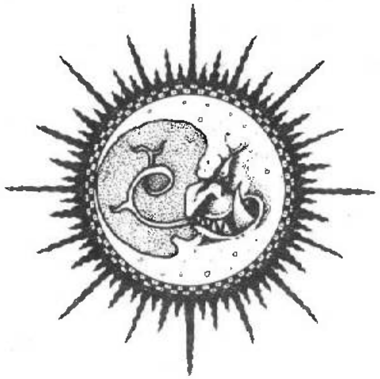
If you win, turn to **474**.

462

The path winds through the desert and eventually peters out near a small oasis. Drawing closer to this, you see a number of tents, pack animals and chained slaves huddled in the precariously small amount of shade available from the few trees rising out of the sand. While you are considering this scene, a short, bearded man, wrapped in voluminous clothes, appears over a rise to one side and approaches. 'Hail, strangers,' he says, heartily, 'come down into the caravan. All is safe!' He strides past, heading towards the tents. Talk with Lothar to decide whether you will go into the oasis while Lothar stays behind (turn to **150**), or whether you both stay where you are until nightfall, then Lothar can creep down to have a look around (turn to **286**), or whether you both stay put and wait for the caravan to move on (turn to **249**).

463

With one blow from your sword a large chunk of ice falls away, exposing the warrior. Suddenly his eyes open. He swings his hammer in a great circle above his head and aims a blow at you. Will you fight (turn to **56**), or try to outrun your enemy (turn to **222**)?



464

'What an insult!' say the heads. With lightning speed, the Giant snatches the two of you up and stuffs you into an enormous cowhide sack. 'You'll do very nicely for dinner,' he says, slinging you over his shoulder. Talk with Lothar to decide whether Lothar should cast a spell (turn to **394**) or not (turn to **425**).

all the walls are lined with shelves and all the shelves are full of junk. Just about everything is useless, but you do find a small chest with an intricately worked latch. Will you open the chest (turn to **299**) or leave it alone (turn to **339**)?

460

After a short distance, you hear a rustling in the undergrowth close by. Suddenly, with a great roaring snort, a Wild Boar charges, aiming its tusks at your legs. You must either leap for the nearest tree (turn to **229**) or prepare to fight (turn to **34**).

461

You sweep out your sword and prepare to defend yourself.

ROCK GIANT SKILL 10 STAMINA 10

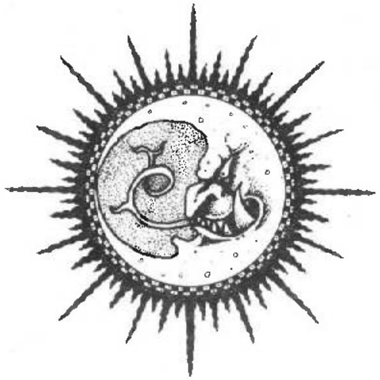
If you win, turn to **474**.

462

The path winds through the desert and eventually peters out near a small oasis. Drawing closer to this, you see a number of tents, pack animals and chained slaves huddled in the precariously small amount of shade available from the few trees rising out of the sand. While you are considering this scene, a short, bearded man, wrapped in voluminous clothes, appears over a rise to one side and approaches. 'Hail, strangers,' he says, heartily, 'come down into the caravan. All is safe!' He strides past, heading towards the tents. Talk with Lothar to decide whether you will go into the oasis while Lothar stays behind (turn to **150**), or whether you both stay where you are until nightfall, then Lothar can creep down to have a look around (turn to **286**), or whether you both stay put and wait for the caravan to move on (turn to **249**).

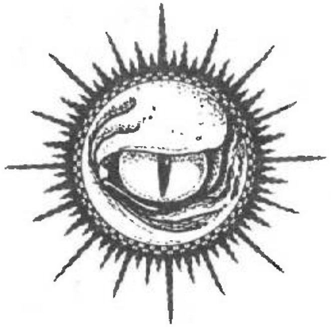
463

With one blow from your sword a large chunk of ice falls away, exposing the warrior. Suddenly his eyes open. He swings his hammer in a great circle above his head and aims a blow at you. Will you fight (turn to **56**), or try to outrun your enemy (turn to **222**)?



464

'What an insult!' say the heads. With lightning speed, the Giant snatches the two of you up and stuffs you into an enormous cowhide sack. 'You'll do very nicely for dinner,' he says, slinging you over his shoulder. Talk with Lothar to decide whether Lothar should cast a spell (turn to **394**) or not (turn to **425**).



465

'Correct,' hisses the Demon, grasping you with several of its tentacles and lowering you to the cavern floor. Before you, carved into the rock, are three niches side by side. The first niche, which is filled with red light, has a large red gem resting in it; the second niche, filled with a yellow light, contains a large green gem; the third, filled with green light, houses a yellow gem. 'Take the jewel you would rule with,' commands the Demon, still holding you fast. Will you grasp:

The red gem?	Turn to **439**
The green gem?	Turn to **454**
The yellow gem?	Turn to **482**

466

Tell Lothar to turn to **96**. The magic rope coils around your body, pinning your arms and holding you fast. The trader cackles evilly as he takes the rope and drags you to the end of the long line of slaves. Once he has manacled you in place, he returns to the head of the procession and leads off through the hills – taking you into a life of servitude in foreign lands. Your adventure ends here.

467

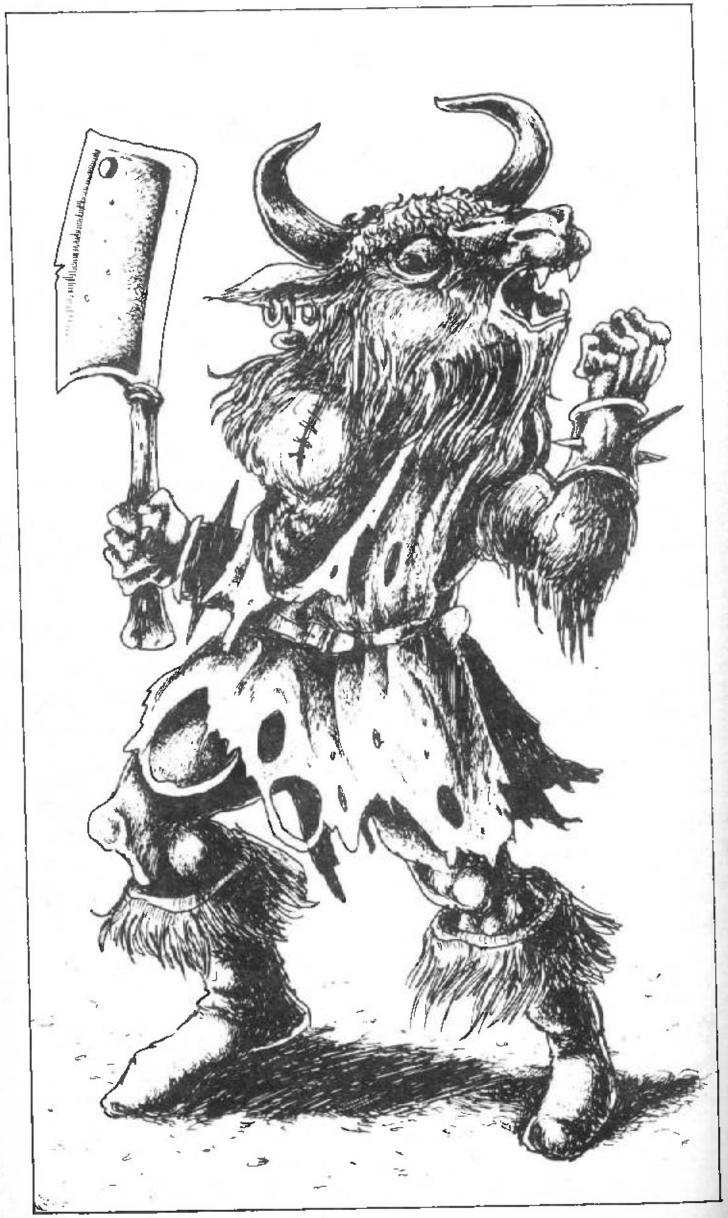
Unfortunately, your weight overtaxes the branch. It snaps without warning and sends you plummeting into the hedge, which closes in above you. If you have the birch seedling, turn to **492**; otherwise, turn to **109**.

468

The mob is obviously not pleased with you, and being unprepared for their angry onslaught, you are knocked to the ground and soundly beaten. 'So you thought you'd be a hero, did you?' sneers a burly man with greying hair, who is kicking you harder than the rest. 'Put him in the stocks, boys.' 'OK, sheriff,' yells the crowd in unison. You are dragged to the stocks and locked in. Turn to **23**.

469

Wait here until Lothar tells you which paragraph to turn to.



470

You pull the book from beneath your jerkin, and the Vampire shrieks with rage and fear, and gives you the chance to break free from his iron grip. You open the book and, in a trembling voice, begin to read. However, the Vampire, although weakened by your oratory, is enraged, and lurches from its ebony tomb into the attack.

VAMPIRE	SKILL 10	STAMINA 8

If you win, turn to **223**.

471

In the morning, the two of you go in search of the old monk, but find no trace of him. When you inquire of Mr Todd the publican as to the old fellow's whereabouts, you are led to a small, dim room in the back of the inn. 'This was his room,' he says, stepping out for a moment to light a torch, 'and now it will be yours!' With a malicious smirk on his features, he twists a fixture on the room's outside wall, which causes the floor to open and pitch you both into a small candlelit cellar. You land on your feet and Lothar on his head; he knocks himself senseless. Before you, brandishing an axe-sized cleaver, is a Minotaur. It growls and attacks.

MINOTAUR	SKILL 8	STAMINA 8

If you win, turn to **112**. If you lose, tell Lothar that both your adventures are over.

472

You run for several miles among tangled branches and twisted roots, but the howling continues, hot on your heels. Desperately, you dive into a deep gully, hoping that the Wolves will not follow; to your surprise you discover a natural, rocky path winding along the bottom. You stumble on through the darkness, but reach a dead end. An old, knotted tree marks the beginning of a steep slope strewn with shingle and broken stones – even in daylight it would be difficult to climb. You turn and see three pairs of golden eyes glaring at you from the darkness. The Wolves are upon you! You may not have enough strength left to fight all three, so you must decide whether to climb the slope (turn to **442**) or the old tree (turn to **397**), or confront the Wolves (turn to **191**).

473

The gate leads you into the tower's inner keep, a large circular chamber whose walls are lined with at least a score of doors. Choosing one at random, you find yourself in a vast jungle. Far away, on the opposite end of Orcmoot, stands a large, red-rimmed volcano. The Gemstone of Gundobad must surely be there, so with high expectations you set out to seek your fortune. Soon, however, you become hopelessly lost beneath the dense jungle canopy, and must climb a tall tree to find out where you are. *Test your Luck.* If you are Lucky, turn to **409**. If you are Unlucky, turn to **336**.

474

Your assailant crashes to the ground with a thud. You take the key from the Giant's pocket and free the Pegasus. 'Thank you, thank you so much!' he snorts delightedly, and transports you to the flat lands below. Then he soars away towards the horizon, leaving you to continue your quest alone. Turn to **453**.

475

The Unicorn grants your wish: increase your SKILL and LUCK by 1 point each. Turn to **373**.

476

You enter another passage which, although very wide and straight, climbs steeply. Presently, you hear a growl in the distance. At first you are unconcerned, but soon the growl becomes a grumble, and then a bone-shaking rumble. Hurtling from the darkness ahead is an enormous boulder which fills the entire passage. You may not have enough time to escape! If you have an iron bar, turn to **208**. If you do not, turn to **349**.

477

You sip gingerly at the liquid, which has a very bitter taste. After drinking half of the Potion, you begin to shake, and your entire body goes numb – and fades. You are invisible! Do you wish to climb down the cliff (turn to **324**), or explore the cave (turn to **153**)?

478

After squeezing past the guards, you reach a fork in the tunnel. One passage is well worn, while the other, though wider, seems to be rather disused. Talk with Lothar to decide whether you will both go down the well-worn passage (turn to **283**) or the wider, disused passage (turn to **399**). Alternatively, if Lothar hasn't already cast a spell, you could return to the surface and he could do so now (turn to **83**).

479

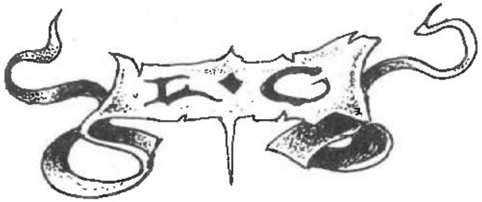
You will have to cut yourself free.

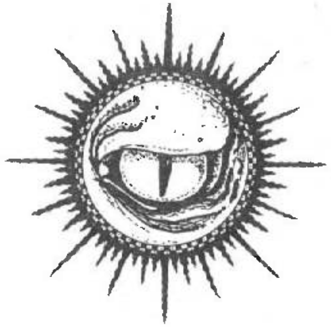
STRANGLER SKILL 9 STAMINA 4

If you win, turn to **432**.

480

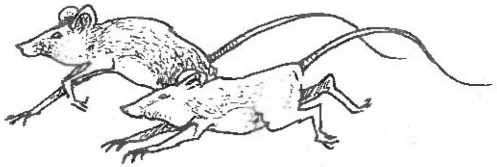
Lothar is fighting the Moth, which gives you enough time to draw your blade. Talk with Lothar and fight the battle together, each attacking the Moth one at a time in alternate combat rounds. Refer to the other player's book for the Moth's SKILL and STAMINA scores. If you defeat it and Lothar is alive, turn to **202**; if you win, but Lothar is dead, turn to **497**.





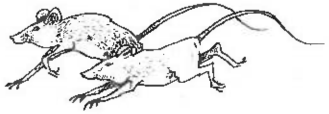
481

You open the door a fraction, and see the publican and his wife in a large room, which is lit by the guttering candles of a chandelier. He is standing by a huge cauldron, busily stirring the frothy contents, while she is hunched over a roaring oven, and seems to be baking pies. Todd dips a large ladle into the cauldron; when he draws it out, you can see that it contains human hands and other bits and pieces. Cannibals! Talk with Lothar to decide whether Lothar will rush the wife, while you swing from the chandelier to kick Todd into the cauldron (turn to **138**), or you will rush the wife, while Lothar swings from the chandelier to kick Todd into the cauldron (turn to **43**).



482

You grasp the gem, pull it from the light and discover that it is really red. Suddenly, a bright flame leaps from the jewel, races up your arm and consumes your body in seconds. Your adventure is over. If ACTION is 40, tell the other player to turn to **44**.

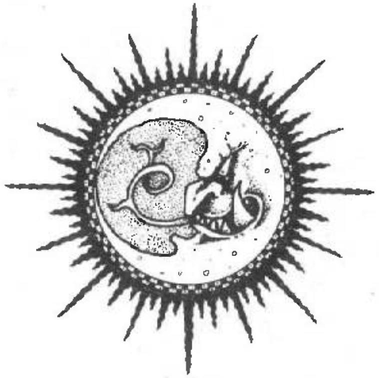


483

'OK,' say the Giant's heads in unison, 'you can pass.' You walk around the massive figure and continue down the track. Turn to **224**.

484

The Owl screeches as you pierce its soft belly, and drops you to the track twenty feet below: reduce your STAMINA by 2. Turn to **276**.



485

Tell Lothar to turn to **485**. As you deal the deathblow to the last of the Lizardmen, Lothar comes running into the camp – staff ready, anticipating a fight. The rest of the caravan guards have been alerted. The two of you decide to retreat back into the desert. Turn to **249**.

486

You both creep up to the door, draw your weapons and rush into the hut – taking the three Orcs inside by surprise. Talk with Lothar and fight the battle together, each attacking one Orc at a time. Refer to the other player's book for their SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **9**; if you win, but Lothar is dead, turn to **35**.

487

Fight the Hydra's heads one at a time, as if they were separate opponents.

	SKILL	STAMINA
First HEAD	11	4
Second HEAD	10	4
Third HEAD	9	4

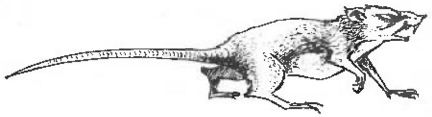
If you defeat it, turn to **41**. If you die, turn to **294**.

488

As you creep around the blaze towards the gate, you are spotted by one of the Amazons. With a warning shout to the others, she charges down at you, and soon you have three opponents. Talk with Lothar and fight the battle together, each attacking one Amazon at a time. Refer to the other player's book for the Amazons' SKILL and STAMINA scores. If you defeat them and Lothar is alive, turn to **315**; if you win, but Lothar is dead, turn to **376**.

489

There is a wide fissure running through the tunnel walls and floor ahead. The other side is misaligned, and strewn with great chunks of rock which have crumbled from the roof. You wonder how to cross. If you have the Witch's broomstick, turn to **121**. If you do not, turn to **174**.



490

Change STATUS to 12. Stay on this page until ACTION changes. If ACTION changes to 1 or 32, turn to **282**; if ACTION changes to 31, turn to **200**.

491

You do not even reach the grille. A hungry blob drops from the ceiling, devours you piece by piece, and slithers up the wall and on to the ceiling once again. Turn to **39**.

492

Some sixth sense tells you to pull the birch seedling from your pocket. When you hold it in front of you, the dark hedge slowly withdraws, eventually leaving a path for you to pass through. Turn to **63**.

493

A few miles further on, you intercept a slave caravan, winding its way along a mountain road. Long lines of manacled captives trudge behind the slave-trader's huge sedan chair, which is resplendent with multicoloured hangings and borne by eight porters. 'Clovis,' you hear a voice cry, 'run for your life!' It is Lothar, chained and beaten, in line with the other slaves. The warning has come too late, as the slaver, calling to his minions, leaps from his chair, intent on capturing you. He uncoils a long, silvery rope and throws it into the air, crying, 'Slavegrabber, take him! Catch him quickly!' In response, the magic rope darts forward, forming loops to ensnare you. During each combat round, roll one die. If the result is 6, turn to **298**; otherwise, continue with the next combat round.

	SKILL	STAMINA
First HENCHMAN	8	4
Second HENCHMAN	7	4
SLAVE-TRADER	6	4

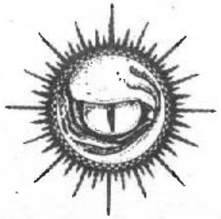
When the battle is over, tell Lothar whether you have won or lost; if you have won, turn to **381**.

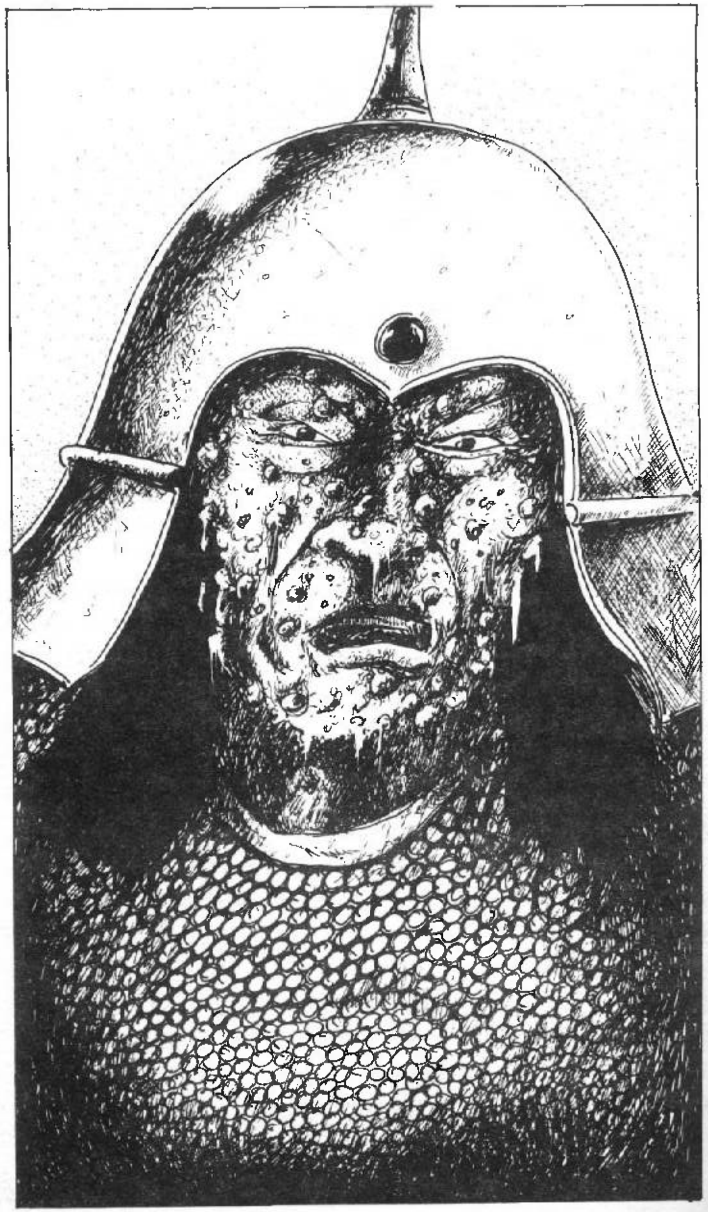
494

The Elf emits a terrifying laugh. You discover that your feet have become rooted to the platform. Slowly but surely, your skin is changing, becoming grey and hard. You are being transformed into a branch! 'Just another pretty adornment, among many, many others,' the Elf cackles. You are trapped for ever. Turn to **39**.

495

Many of the stones are round and very slippery. You fall from one rock into the water, and break your arm. As your cries of pain resonate throughout the cavern, many brittle stalactites break from the roof. One large, pointed column drops upon you and skewers you. Turn to **39**.





496

Death, cackling good-humouredly, repossesses the children, and then vanishes back into the road. Talk with Lothar to decide whether you will continue travelling together (turn to **107**) or split up (turn to **446**).

497

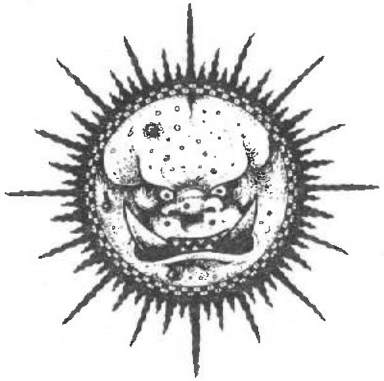
With poor Lothar gone, you proceed over the bridge alone, and eventually emerge on the other side of the river in bright sunlight. To your utter amazement, you find your horse standing there. Although you have no idea how it crossed the bridge, you are still very thankful. It may be a good omen for your journey ahead. Turn to **100**.

498

Having vanquished the Giant, you continue down the path. If Lothar has been killed, turn to **2**; otherwise, turn to **224**.

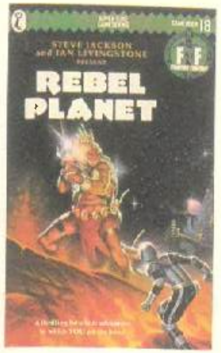
499

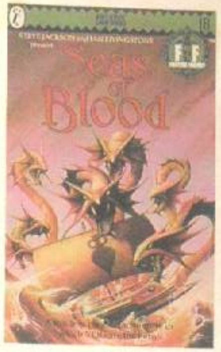
You hand over 2 Gold Pieces and receive the cure. It tastes very bland, much like water, and has no apparent effect at all. The state of your face deteriorates extremely rapidly, and soon you are covered in a thick mass of warts and weeping boils. In fact, you are so repulsive that the villagers cannot bear to look at you, and they run you out of town. Luckily, the warts have gone by the following morning. Turn to **367**.



500

'King Clovis,' says the Demon, returning you to the door, 'the Sacred Gem has selected you as successor to your father! Now, go back to your lands.' You return to the hall, triumphant at your accession to the throne, and ready to begin a long and just reign over your people . . . until the time when you must send your own successors in search of yet another of the blue stones of Gundobad.


18
STEVE JACKSON
and IAN LIVINGSTONE
PRESENT
REBEL PLANET


18
Seas of Blood

14
IAN LIVINGSTONE'S
Temple of Terror

FF
FIGHTING FANTASY

10
STEVE JACKSON'S
House of Hell

9
IAN LIVINGSTONE'S
CAVERNS OF THE SNOW WITCH

7
IAN LIVINGSTONE'S
ISLAND OF THE LIZARD KING

At last – a thrilling TWO-PLAYER Fighting Fantasy Adventure!

YOU are Clovis, Warrior-Prince of the golden city of Gundobad. Your partner plays your twin brother and rival, Lothar, the Warlock-Prince. The time has come for *one* of you to succeed to the throne of Gundobad, and you must both face the Trial of Kingship.

But beware! The Trial of Kingship is not for the faint-hearted! Many dangers, traps and vile monsters lie in wait for the unwary, but with your skill and your strong sword-arm, you may win through.

Two dice, a pencil, an eraser – and a friend! – are all you need to embark on this perilous and thrilling adventure. YOU decide – sometimes alone, sometimes with your partner – which dangers to risk and which enemies to fight.

FIGHTING FANTASY BOOKS
a world-wide sensation!

Cover and illustrations by John Blanche

A PUFFIN BOOK